

THE COMPLETE GUIDE TO

DISPLAY UNTIL
JULY 26

SEGA

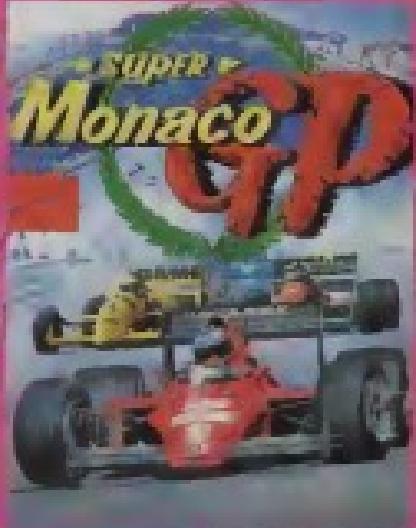
SEGA MASTER SYSTEM
MEGADRIVE GAME GEAR £2.95

REVIEWED!
EVERY
MEGADRIVE
AND
MASTER
SYSTEM
GAME
AVAILABLE!

14 MEGA
PAGES OF
SEGA
TIPS!

IN-DEPTH
GAME
GEAR
PROFILE!

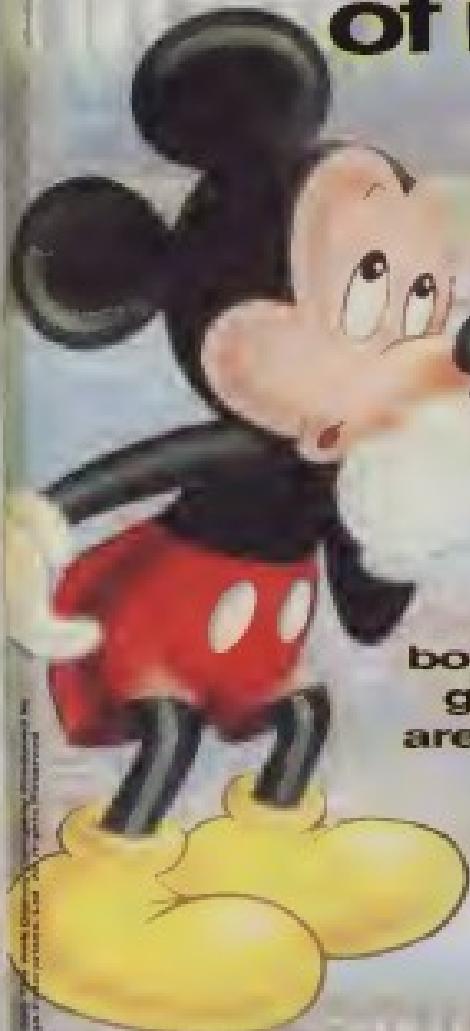
ISSN 0898-5678



EVERYTHING YOU EVER WANTED
TO KNOW ABOUT SEGA CONSOLES,
FROM THE MAKERS OF CYG!

**COMPUTER
+ VIDEO
GAMES**

'castle of illusion' *starring* **mickey mouse**

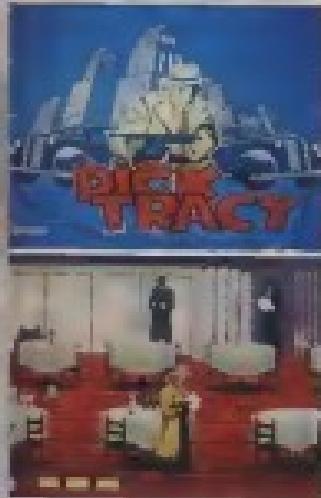


both
games
are coming soon for
the 8 BIT and 16 BIT



dick tracy

screen shot shown
one from the sega 16 bit



DO ME A FAVOR
PLUG ME
INTO A



SEGA



SEGA

8 BIT 16 BIT

CONTENT

Welcome to the COMPLETE GUIDE TO SEGA - a one-off special magazine brought to you by the people who do MEAN MACHINES and C+VG magazine. It's packed with everything a Sega owner could possibly ask for - news, reviews, previews, tips and more! We hope you enjoy it - if you do, why not write to us and let us know?

WEEKLY
S

NEWS 6

All the very hottest and latest Master System, Megadrive and Game Gear news is rounded up for your delectation. Check it out and see what's happening in the world of Sega.

GAME GEAR PROFILE 10

Is the Game Gear the hottest colour hand-held around? We take the wraps off Sega's newest machine and give you the verdict!

MEGADRIVE PROFILE 14

We take an in-depth look at Sega's 16-bit mega-machine and tell you all about it, and also list the very best games available for it.

MASTER SYSTEM PROFILE 16

It might be getting old, but the Master System is still wearing the pants. We take a good look at this classic console and also tell you the finest cartridges available for the machine.

COMPLETE GUIDE TO SEGA 44

Here it is: every single Sega Master System and Megadrive title available (including import games) is individually reviewed and rated on graphics, sounds, playability and compatibility - plus we give an overall rating! You won't find a better looking, more comprehensive guide to Sega games anywhere else in the Universe.

SUPA TIPS 66

Starting here is a massive load of incredible Master System and Megadrive hints, tips, cheats and complete solutions. We've tried to get a chart for virtually every game around, so if you're stuck, this is the section to check out.



HIGHSCORES 112

Think you're a top player? Then why not see how your skills stack with the ones printed in our Official Sega UK Highscore Tables?

PREVIEWS 118

Top secret info has been sneaked out of Japan and brought to you courtesy of the MEAN MACHINES and C+VG sites. We list all the games that will be coming to Megadrive and Master System over the coming months - and we've got stacks of exclusive pictures too!

NTS

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SPECIAL THANKS

To PC ENGINE SUPPLIES of Stoke for sending us all the import Megadrive games. For more details on any import games, give them a ring on 01782 212880.



EVEN MORE THANKS

To Colour Connection for putting out all the shots for the colour, as well as Dr. Yasha and Margaret for helping in the last stages when things were looking grim.

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A big thanks to all the MEGADRIVE and CD-ROM guys - they all worked really hard to produce this magazine, which was almost like a very busy Doctor Who episode and required more than a few changes of costume! It's very special thanks to JEFF for working all hours and more besides.

ALL THE HOTTEST SEGA FACTS

SEGA 8 BIT 16 BIT

NEWS

MICHAEL JACKSON IN NEW PLASTIC SHOCK!

Sega have announced a new promotional pack for both the 16-bit and 16X machines. They've thrown in a Michael Jackson game and the video of the film so you're cool. Making both systems even more attractive. Who that this indicates anything about the success of the movie is open to.

The Michael Jackson pack still comes with Altered Beast at a price of £19.99 and the Master System Plus with Hang On and Master Hunt for £29.99. So if you were undecided about buying one of the consoles this helps to increase the value.



RULE THE UNIVERSE

Coming soon on the Megadrive from Accolade is Star Control, a "space" space game in which a side-scan and strategy are combined as you, the super duper alien space boys play the Alliance of Free Stars, here on the sell-in Queen rock.

Based on a popular gameplay, great graphics and plenty of scope for long term play, Star Control is certainly an original and unusual science fiction game which we're looking forward to seeing. It's released in the states during October and should be available in the country shortly afterwards. We'll keep you posted.



CHAIR-TASTIC!

If you're a fan of those coin op's that you sit down and get driven around while you play, you might well be interested in these two items that made headlines recently at the CES '91 show in America. Let's begin with something a little more serious, using an old idiom.

They're both seats, wheels all and when you坐 down with you play games on your television or megadrive. First is the Hot Seat, which is basically a seat built into your own little mobile car, using an old idiom.

The second is the all-new constructed Simulator Chair. Both chairs require you to lean left/right, backwards and forwards to actually control in a action game, er...

They're both pretty interesting concepts, and we should see the latest market evidence we have regard to see more news things like those appearing in different and other publications.





PRICKS AT THE SPEED OF SOUND

The game that everyone seemed to be talking about after the recent CES show in Las Vegas, America was 10 miles from the Hedgehog, or the Megadrive. Since... Sonic (or perhaps in case you couldn't guess from the title), it's a platform game which has some really surprising, interesting and funny bits of originality. While absolutely trying to beat the game, and not even at what we could see we got stuck in it, with lots loads of pictures off it in the magazine.



With all sort of games do you think could feature Vulcan shot, lava and hot air missiles? Could it be a shoot-em-up? Sorry not! Yes, indeed it is. And it's on the Megadrive! Zero Wing is a conversion of the original (and weird) coin op, in which you guide a light-powered Igniter craft over a series of horizontally scrolling levels packed with hordes of invading alien tribes and loads of laser guardians. The graphics are identical to the arcade game, but that's not all, it's pretty poor. We're not saying that the Megadrive conversion has got any new features or bonuses, it's just a little more exciting than the original machine when we review it later on this year.

MULTI-PLAY MEGAPLAY

One of those strange "new things" we'd heard that the console industry was up every now and then is the MegaPlay, a device that lets you have four games plugged into the Megadrive simultaneously so that you can switch one at a time at the touch of a button.

This isn't a new concept, several companies were doing this for the Amiga CD32 rigs,

but over ten years ago - but if you're lucky, or maybe you didn't I think it's very about adapting and changing times.

One machine has only just appeared in the US, so it's just important to get them soon!



TERMINATE YOUR SEGA



Appearing on your Master System screens later this year will be a game based on the popular Terminator movie which sees Arnold Schwarzenegger as a relentless android sent back through time to murder an important scientist.

The movie is action packed and would make an ideal console game. Hope this programme's slogan will be able to put it all.

VAPOUR TRAIL

Off the beaten track comes another three player action game entitled *Vapour Trail*. It's an Aggressor screen-blaster and with a new twist in the last - it's a gun survival game. Two players take on the role of gunners while a third player selection as you and a僚友 (ally) blast your way across a variety of hazard packed levels, destroying all and sundry. It's due in June so keep your eye out for it if you haven't already had your fill of shooting games.

CYBORG
LASER LAFFS

One of the better Amiga games to appear last year was *TurboLaser*, a Hugo Award winning adventure in which you guide a laser packing robot around a massive planet and its many alien life forms.

This year's a follow up will continue the robot's quest with *AmigaLaser* (now being developed by Gamma to the Maxx), and it's good to follow the continuing evolution of the computer skills of the Amiga owners.

The very last news is just one game we'll report on, *The Masters*, and it's a game that you're guaranteed to enjoy. Watch out for that one in July.

STORMIN' IN

Coming soon to the Master System under the baton of PlazaSoft (Soft as Morten), a continuation of the fairly successful game that will be housed on a variety of compact formats by the now defunct Heavion in the UK about 10 months ago.

The game tasks you as a grizzled knight to rescue captured ladies and then face the world from an evil power. It's certainly going to ring the graphics and 8-channel stereo sound and speakers (look now as well when you have it).



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SEGA 16-BIT PROFILE

MEGADRIVE

Sega's Megadrive was launched in Japan early in 1989 to a public that was still reeling from the almost arcade-quality graphics and sound of the 16-bit PC Engine. While the PC Engine's game-playing power is twice that adequate, the Megadrive has even greater graphical capabilities, 16-channel stereo sound, and a 16-bit central processor potentially twice as powerful as the PC Engine.

The platform attracted the interest of the games-buying public in Britain where the PC Engine was already selling strongly on import. It wasn't long before importers caught on and began bringing the Megadrive into the country too.



In the summer of 1990, the American version of the Megadrive (the 'Genesis') was released. That September, Virgin, Sega's European distributor, finally released the official British machine, priced at £199.99.

By this time, the Megadrive had already achieved incredible popularity (considering its limited availability amongst British games players). Such excellent arcade conversions as *Contra* and *Distracto*, *Super Hang On*, *Altered Beast*, *Afterburner II*, *Frogger*, *Mystic Maze* and *Golden Axe* had made the machine to say up for.

Now it was sailing in the High Street, the official Megadrive became an instant hit, and there are now over 80,000 Megadrive owners in the UK. Although, as this book goes to press, the Megadrive price has been cut to just under £150.00, and retailers are now selling various packages, one containing a copy of *Mickey Mouse*, one with Michael Jackson's *Moonwalker* and one with *World Cup 90*.

However, importers continue to sell converted Japanese machines at competitive prices. They also sell Japanese cartridges which are not accredited for UK release for some months. However, because of the shape of the cartridges these games will not fit in unmodified British Megadrives without some kind of adaptor.

The official machine plugs it straight into a TV, or with the appropriate cables, a SCART monitor. Also on the box are an excellent three button joystick, (though the Megadrive has two joystick sockets allowing you to play some games against a friend).



SEGA DATA

OFFICIAL PRICE: £149.99

GRAPHICS: UP TO 64 SPRITES ON SCREEN SIMULTANEOUSLY, IN ANY OF 64 COLOURS CHOSEN FROM A PALETTE OF 512.

SOUND: TEN CHANNEL DIGITAL SOUND IN STEREO

PERIPHERALS: POWER STICK, POWER BASE CONVERTER (ALLOWS YOU TO RUN MASTER SYSTEM GAMES), CD-ROM SYSTEM DUE LATE 1991



SEGA DRIVEN



MEGADRIVE

PROFILE

SEGA

16-BIT

SEGA GAMES

HERE ARE THE GREATEST GAMES ON THE MEGADRIVE.

BEST SHOOT 'EM UP **HELLFIRE**

The Megadrive certainly isn't short of awesome shoot 'em ups, but this one (not yet available officially) is the most challenging and enjoyable so far.



BEST DRIVING GAME **SUPER MONACO GP**

Like Golden Axe, this conversion has been more fun than the arcade game. Experience the speed of the Super Monaco track, then take part in tournaments around the world. Super Monaco feels very realistic and is therefore the most playable Megadrive race game.



BEST PUZZLE GAME **COLUMNS**

There aren't many puzzle games available on the Megadrive, but in the absence of Tetris, this one takes the title. One or two players match up sets of coloured jewels to the sound of haunting organ music, which helps make playing a strangely hypnotic experience.



BEST BEAT 'EM UP **GOLDEN AXE**

More than arcade-perfect (it has some moves which weren't in the original), this 16-bit version beat 'em up provides more varied fighting thrills than any other on the road to Death Adder's palace.



BEST ARCADE ADVENTURE **MICKEY MOUSE**

Superb graphics and sounds make this arcade adventure a treat. Starring Mickey Mouse, the game's objective is to travel over the scorching landscape, dodging cartoonish baddies, destroying end-of-level guardians and finally confronting an evil witch who's kidnapping Minnie Mouse.



BEST PLATFORM GAME **RAINBOW ISLANDS**

Another arcade conversion from not one but two Taito cartridges, Rainbow Islands and Super Rainbow Islands (both versions are on one cartridge). One player rescues the Rainbow Islands from hordes of咄咄 little thompers by leaping up their level to level, zapping the baddies with magic rainbows. Great fun.

THE SUPER SONIC CONSOLES MAG!

MACHINES

MACHINES

SEGA

SEGADRIVE

HER FAM

NINTENDO

GAMEBOY

SONIC
THE HEDGEHOG!!
BEST GAME EVER?

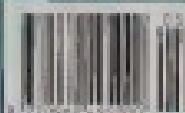
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REVIEW
AFTERSURF
WIZARDS AND WARRIOR
MIDNIGHT RESISTIN'
DAYS OF THUN
DARIN

SEGA**8-BIT****MASTER SYSTEM****PROFILE**

The Master System didn't catch on in North America until 1987, and was launched at almost the same time as the Nintendo Entertainment System (NES), with which it has been struggling it did even since.

At the time consoles were just a novelty from the early 80s, and games players were plugged into their cheap, less powerful Spectrum and Commodore 64. Not surprisingly, the idea of a similar computer that simply played games costing at least £20 each didn't exactly change the market over night.

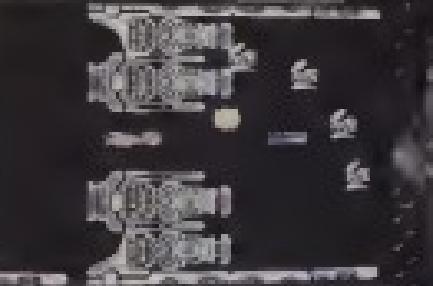
However, the Master System proved to be what interesting people would call a "stepper" - it didn't sell in vast quantities, but slowly built up a cult following. The success of the Master System's user base quickly outstripped that of the NES, probably because of the attraction of Sega's conversions of their own extremely popular console games, *Naruto*, *Contra* and *Afterburner*.

In 1989, support for the Spectrum and Commodore 64 seemed to be dying out, and new, more advanced powerhouses such as the Megadrive and the PC Engine were appearing. Consequently, the public's interest suddenly picked up, and the Master System's popularity and of the industry did quite well, being recognised as Europe's best-selling game console until 1991, before the Super Famicom took over. In Japan, sales in 1990 totalled something around 10 million units, a figure which is still missing to match.

There are now enough Master Systems in the UK to get British software companies such as *MicroProse* interested in producing cartridges for the highly-neglected market. In fact the latest Master System, arranged like the best that have been made by the machine.

We are now at the Master System's tenth anniversary, and its long history of trials and errors, a very powerful machine and becoming increasingly popular, and the Master System may well take a giant leap forward in America, where Nintendo's hardware and software is dominant. The Master System will never make it to a new version of the console, but it will be replaced at the equivalent of £250-300, that will cause little trouble in convincing, but aren't there lots of enough new titles coming out to justify the interest of Sega players? For some years to come,

MASTER



MASTER SYSTEM

SEGA GAMES

THE GAMES TO LEARN,
THE GAMES TO LEAVE.

BEST BEAT 'EM UP

CONQUER AXE

A real kick-ass beat 'em up, featuring multiple levels of action packed with violence. Lots of money to be won, and great weapons to use. The graphics are some of the best available in the genre.

BEST DRIVING GAME

SUPER MONSTER GP

Not exactly a racing game, but a high-speed road trip across America playing.

BEST ARCADE ADVENTURE

MONSTER BOY III

An epic adventure set in a world where you must travel through different environments to save the world. You'll be playing

BEST PLATFORM GAME

IMPOSSIBLE MISSION

One of the most popular games ever made, and it's still going strong. It's a great game, full of puzzles and challenges, and it's a must have for any collector.

BEST SPORTS GAME

CALIFORNIA GAMES

A great game for sports fans, California Games, which includes Basketball, Football, Soccer, Tennis, and more. Features impressive 3D rendering. The graphics are great, and the game is a lot of fun to play. It's a great game, and it's a must have for any sports fan.

MASTER SYSTEM

SEGA

PROFILE

8-BIT

SEGA DATA

PRICE: £79.99 (BASIC PACK) £99.99
(LIGHT GUN PACK)

GRAPHICS: 16 COLOURS ON

SCREEN FROM A PALETTE OF 128

SOUND: LIMITED THREE CHANNEL
MONO

PERIPHERALS: AUTOFIRE JOYPAD,
RAPID FIRE UNIT, CONTROL STICK,
STEERING YOKE 3D GLASSES AND
LIGHT GUN.

SEGA

Master System



BEST PUZZLE GAME

COLUMNS

This is a simplified version of the intragious game of the same name, but it's just as playable and almost as hypnotic. Not unlike Tetris, it requires the player to match coloured blocks together to score points.

BEST ROLE PLAYING GAME

Y'S

A west adventure set across several worlds, where the player to recover the lost books of Y'S. This is an expensive cartridge because it has some memory chips inside it, as well as a battery which lets you save positions, but it's very engrossing.

SEGA 8-BIT PROFILE

After Nintendo revolutionised the hand-held games machine with their mono-screened Game Boy (and made a pocket-sized one), Sega decided to go one better and release a hand-held machine with a colour screen.

Rumours of the machine appeared in 1989, and pundits hoped the machine would be a pocket Megadrive, and duly dubbed it "The Masterdrive". However their hopes were to be dashed, because the Game Gear turned out to be the portable equivalent of the lowly Master System, and most of the games were converted Master System titles.

Even so, all this speculation had already aroused the interest of European gameplayers, and hence importers. With no European Game Gear titles in sight, and local machines were being sold for over £200.00 before Christmas.

Sega's UK distributor, Virgin Mastertronic, were quick to announce that the Game Gear would be officially released very soon at a price of around £100. At that price, it could compete favourably with the Game Boy (which had already been officially released at £89.99) and the other, more powerful, colour hand-held, the Atari Lynx (which was selling shortly at £179.99).

As Christmas approached, Atari unexpectedly slashed the price of the Lynx to £129.99, and immediately sold stacks. The Game Gear release date was announced as Spring of 1991, but the prospect of it being able to compete with the much more impressive Lynx, which cost only £20 more made a £79.99 launch price more likely.

At the moment, the selection of games is small, and the games themselves aren't too impressive. The first releases are Columns (which is exactly the same as the Master System version), Super Monaco GP (almost the same as the Master System version, but without the split screen) and Pong (a conversion of an ancient and outdated arcade game). Other games we've seen are Mickey Mouse (an exact conversion of the superb Master System game which is probably the best Game Gear title around), Woody Pop (a not bad, merely inspiring version

GAME

PORTABLE FULL-COLOUR



(of Asteroids) and Pop Breaker (a strange puzzle game). Like other colour hand-holds, the Game Gear's colour screen makes it expensive to run if you want to play on the move. In fact, the machine drains the power from six 9V battery cells in just three hours, but a mains adapter is available (though whether it will be included in the package with the official machine is unknown).

For multi-player games, the Game Gear has a speaker built into the case which allows the player to connect his machine with a friend using a special cable. Of course, the other player needs a copy of the same game to play.

Probably the most exciting Game Gear development is the optional TV tuner. This plugs into the cartridge slot, and displays TV signals on the Game Gear screen, just like a miniature portable television. At what price this will cost is uncertain, Virgin haven't quote decided on a time of writing, but this is the one feature that the Game Gear holds over its competitors. In the meantime, do not buy any imported TV tuners, as they will not receive signals produced by the British TV system.



SEGA

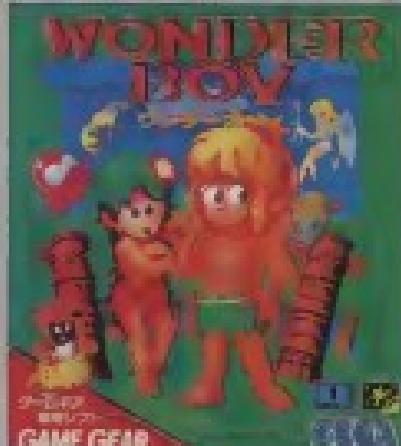
OUR HAND-HELD GAME SYSTEM



GAME GEAR

PROFILE

SEGA
8-BIT



ゲーム
セガ
GAME GEAR



CASTLE
OF ILLUSION



ゲーム
セガ
GAME GEAR

SEGA

SEGA DATA

OFFICIAL PRICE: UNKNOWN - PROBABLY £79.99

GRAPHICS: VIRTUALLY THE SAME AS THE MASTER SYSTEM DISPLAYED ON A COLOUR LCD SCREEN

_SOUND: FOUR CHANNEL SOUND PRODUCED THROUGH SPEAKER IN CASE OR STEREO HEADPHONES

PERIPHERALS: LINK CABLE ALLOWS TWO PLAYERS TO CONNECT GAME GEARS TOGETHER FOR MULTI-PLAYER GAMES. TV TUNER TURNS MACHINE INTO MINI-TV SET

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GORILLA	00000000
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**SEGA
8-BIT**

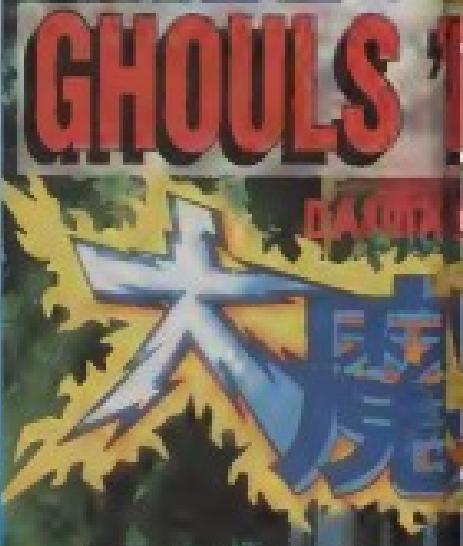
MASTER SYSTEM REVIEW

Sir Arthur feels like a bit of a fool. There he was, "enjoying the company" of his royal go-friend (which explains why he was only wearing his looser shorts at the time), when out of unknown abysses of time and space arrived Lucifer, intent on making the hapless royal finally feel his own true power.

Rather frustrated at being caught with his trousers down, Arthur sets out on a mission to rescue the woman of his dreams... who just happens to be at the end of several levels' worth of horizontally scrolling platform action. But the demons of Lucifer are abated and as Arthur progresses through each level these foul monstrosities happen to not yet have any of his hair!

Arthur has a wealth of weapons and collectible items at his disposal and no monster can withstand an all-out attack! There's also treasure chests to be opened, some of which send Arthur to a celestial shop where he can buy extra shoes and helmets to boost his running, jumping and damage-absorbing abilities.

At the end of each level, Arthur faces up to one of Lucifer's partners-in-sin - a massive apomorph of spunkiness which requires many hits before it returns to Hades!



MASTER SYSTEM

REVIEW

SEGA

8-BIT

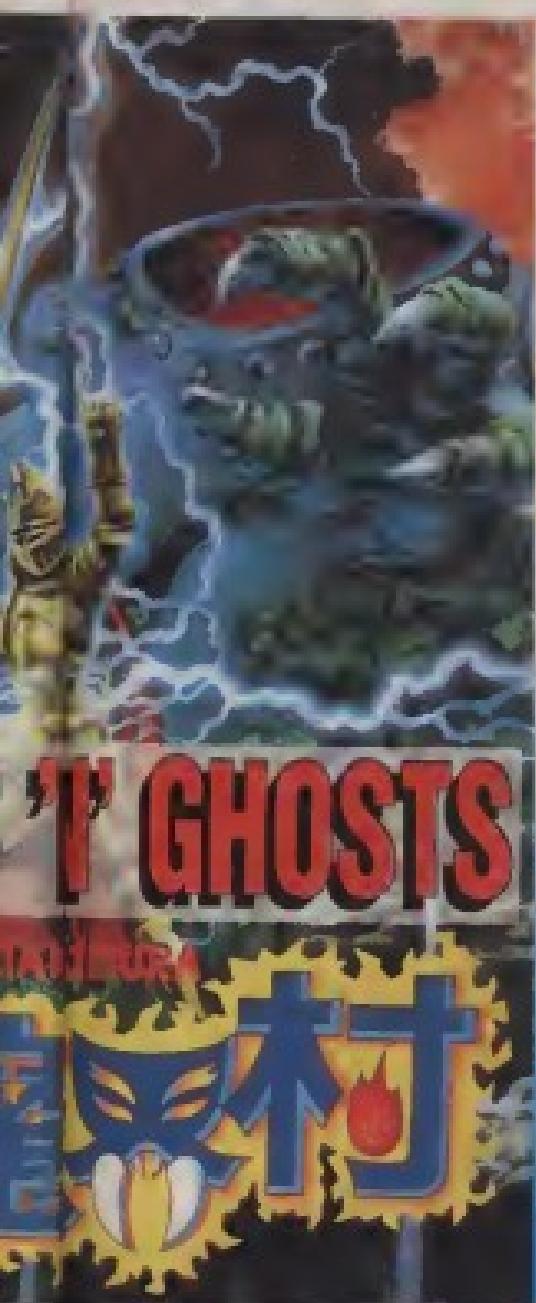
COMMENT

Based on the cult action version of Ghouls 'n' Ghosts, it's hard to build up your expectations - it seems as if the game's producers have actually beaten the coin-op by incorporating extra features! These extra features (like extra weapons, magic and power-ups) do indeed enhance the action, but this version lacks the addictive nature of the arcade original. Also, the graphics and sound aren't going to be winning any prestigious awards for their excellence. However, that isn't to say that this is a bad game - far from it. The levels are sometimes longer than their arcade counterparts and you are getting quite a bit of game for your money. All of the rounds and massive bosses have been incorporated and the only thing missing is Arthur's power-up golden sword (though the different magic items that make up for this). Ghouls 'n' Ghosts isn't exactly in the realms of the classic Sega carts, but it's a pretty playable spin-off of a great arcade machine that coin-op fans will enjoy a great deal. Have a look.



Ghouls 'n' Ghosts isn't the best looking game in the world, but it's incredibly playable and is challenge-packed.

GRAPHICS	78%
SOUND	66%
PLAYABILITY	94%
LASTABILITY	80%
OVERALL	79%



**SEGA
8-BIT**

MASTER SYSTEM REVIEW

So, you bought the appropriately named "Bad" album, went to the concert, watched the Michael video (and probably repeated it), read the book and wore the T-shirt. Now, with this new Sega cart, you can actually take control of a digital version of your favourite pop star.

Based loosely on the movie, this part involves the kidnapping antics of the smooth criminal himself, as he starts around the four-way crossing platform map dishing out copious quantities of Michael magic to the crazed citizens of the evil drug baron and fanatical-lover, Mr Big.

But Mr Big hasn't made the task particularly easy for the star with the chick-boy voice. Both of the kids have been snatched behind the doors, gravestones and graves of five worlds - each with three sub-levels. But Michael is an athletic sort of lad, loving multi-missions and can come up with all kinds of flashy dancing (including the inevitable moonwalking) and high kicking in order to dispose of any one who dares attack him (thoughtless bony, brain-dead bodyguards haven't made it into the dimension).

Michael also has a magical flying surfer that can be used to blow up his foes, along with a whole host of dancing moves that cause his enemies to spontaneously join in before being blasted into oblivion. Mr Big makes an appearance at the end of each level to gloat over his info finger before he unleashes more of his crosses on our hero. After that, Michael moves onto the next level where more kids are requiring rescue.

There's also five of Jackson's most recognisable tunes incorporated into the game. Expect a veritable explosion of Jackson sound coming from the TV when you can get down to the likes of Smooth Criminal, Bad, Another Part of Me and Billie Jean.



MOONWALKER

COMMENT

Let's make no bones about it, the movie must rank as being one of the most vile films produced, with a hideous "plot" and laughably limp acting on all quarters. Thankfully, this Sega cart is a damn sight better. The graphics are excellent, with detailed backdrops and sprites that even rival the graphical tour-de-force that was the Megadrive version. The game plays well too, with levels of crazy crooning and plenty of Jackson-esque moves thrown in for good measure. There's only a couple of slight problems. The game is far too repetitive for its own good, and the task of rescuing "the kids" gets a bit boring after world two. The second jolt is in the music. Even Jackson's devotees will find the Sega realization of his greatest hits a bit on the irritating side. Still, Jackson fans, it's a kick out of this - a bit like the cherry sprays in the game!



An enjoyable and entertaining game which will appeal to Jackson and platform fans alike - check it out.

GRAPHICS	80%
SOUND	58%
PLAYABILITY	85%
LASTABILITY	70%
OVERALL	80%

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a cage magazine in a mag
filled series, just not different or other

**RING 0839 - 121213 sega games galore in our
SOFTWARE SHOWER**

'Cause it doesn't have to
be your car, you're pretty flexible you know.

RING 0839 - 121214 the prize up for grabs is..
An ATARI LYNX or so we drifted away from the

or no one drilled away from the
main point, but the other has been

RING 0839 - 121205 not really sega this..
A SUPER FAMICOM yes i know, miles away from sega

You know, when away from home
What would you say to the girls?

adults are up to 40 miles long and cost 45¢ per mile peak rate and 30¢ per mile off-peak times (you use your Pass!) adults can pass their permission to use this phone one price per communication (let me know about that)

MASTER SYSTEM REVIEW

**SEGA
8-BIT**

These are going badly, and only one man can save us. And he's not even a proper man - he's a cyborg. What's that, you may well wonder. It's a cyborgic organism, or in English: a mixture of man and machine.

Cheesy enough, this strange being is also an expert in the martial arts. He can jump, kick, and slash foes with his sword. He also has access to throwing stars and other special weapons. Best of all is the ninja magical attack - not quite what you'd expect from a robot, but devastating in its effect on the enemy.

Early levels are set in factories and warehouses, with industrial crates and rolling platforms to negotiate as well as baddies to zap. Then the action moves to the Day Anne, the Plain, the jungle and the waterways.

The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final baddie, a huge ZZD999-like robot with an armful of punches.

Tokens are liberally scattered throughout the game, giving the metallic black belt extra life, shuriken, bullets and magic, as well as powering the sword up to greater heights of destruction.

CYBER SHINOBI



Could have been very good, but isn't. Jerky graphics and dull game play make Cyber Shinoobi one to miss.

GRAPHICS	64%
_SOUND	61%
PLAYABILITY	56%
LASTABILITY	47%
OVERALL	54%



COMMENT

Surprisingly, Cyber Shinoobi is bad - or at least it wouldn't be were it not for the horrendously jerky scrolling and scarily unresponsive. However, the game play is poor. It's a very annoying game which is played screen-by-screen, unsuited for a horizontal scroll. The game keeps stopping when the baddies appear, and you've got to kill whatever's there before you can progress. It's not a difficult game, but you may find for the first time that the difficulty setting is important. If you want a fast-moving, challenging beat 'em up, wait until anything better than Cyber Shinoobi is released.

GRAPHICS 64% SOUND 61%
PLAYABILITY 56% LASTABILITY 47%





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MEGADRIVE REVIEW

SEGA
16-BIT



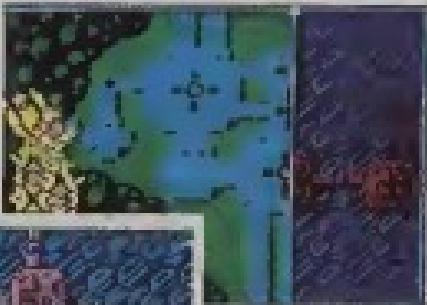
The aliens are coming, the aliens are coming! Yet again, Earth is threatened by aliens. They are attacking our lovely planet one area at a time, and there's only one way to stop them - taking over their surface little by little until there's no room left for the extra-terrestrial scoundrels. Similar to the arcade game Qix, Voltek is set in a rectangular playing area, and the spacecrafter travels around the edges making quick forays into the middle to carry out smaller reconnaissances. The trips have to be fast because there are loads of obstacles inside waiting for the chance to blow the ship to smithereens.

These nasties come in a variety of shapes and sizes, some of which move slowly while others zip across the screen at an alarming rate. Most of the big busters have a habit of following the craft around and firing missiles in random directions. It's worth studying the movement patterns before trying to grab bonus points!

Lucky there are also some goodies to grab in the playing area. These include bonus points, ones that freeze the busters, extra lives and increased speed for the ship. The final percentage of these "repossessions" determines the bonus points, and there are 18 rounds in total, each with its own number of individual games.



A. These end-of-level guardians threaten your ship.



B. Drawing house-plants are gone from the corners, and the old desktop is gradually replaced by a new one. Good eh?



COMMENT

This is a polished enhancement of an arcade classic that was inevitably going to find its way onto the Megadrive. The challenge is an addictive one, as getting past the latest波 of aliens becomes obsessive. However, the game is slightly spoilt by two factors: the controls on the joy pad axis, sending the ship hurtling into death, and the lack of a password system means you have to wade through all the many levels to get to where you last off. Also it is hard to justify the price for such a limited game. Still worth a look for fans of the original machine, though.

A great enhancement of the classic Qix arcade machine marred slightly by an over-fiddly control method.

GRAPHICS	78%
_SOUND	85%
PLAYABILITY	74%
LASTABILITY	78%
OVERALL	80%

MASTER SYSTEM

REVIEW

SEGA
8-BIT

Six levels of superb scrolling action make Submarine Attack one of the best blasters on the Sega.

GRAPHICS	92%
SOUND	81%
PLAYABILITY	81%
LASTABILITY	87%
OVERALL	92%



This horizontally scrolling underwater blaster spread across six oceans levels calls upon all your strengths as an underwater warrior, dealing death and destruction to the minions of the Meta Creature. These include enemy subs, mine layers, attack choppers and an assortment of sea creatures, all a valiantly locked up and committed to stop you dived in your tracks... literally.

But that you're playing a sitting duck, you begin with missiles and torpedoes, and have the opportunity to increase your weapons by collecting power-ups left behind by enemy vessels.

COMMENT

Sega's shoot 'em-ups get better and better, and Submarine Attack carries on this tradition with a vengeance. It's not a revolutionary concept by any means, but it looks terrific, with highly colourful, almost marker-free graphics and sounds which rank alongside the best heard on the Master System. Players, we can't fault Submarine Attack. The player is eased into the game with a quite simple first level, gradually getting trickier the further you progress. You pass at a pretty pictures, manoeuvre the manta ray and are instantly hooked by the added enjoyment of one of the best shoot 'em-ups to hit the Master System - make sure it's right at the top of your shopping list.

MEGADRIVE REVIEW

SEGA
16-BIT



Has it really been so long since we last saw the purple flying saucers? Wonderboy and his girl friend were kidnapped by a gang of miscreants headed from the Monster Lair, who kidnapped the girl and took her to their terrible lair. Of course, it's not over just yet.

So onto the scene for this third in the Wonderboy series, and the first time the money-clad sword-wielding lad has appeared on the Megadrive. Monster Lair is made up of ten wildly different levels, ranging from forests to houses and even above and below ground. Starting from the opening level, complete with mega digger, Wonderboy's task is to make his way through the waves of iron stalks, kill such enemies as the giant dog, finally retrieve the girl from the clutches of the enemy.

Along the way new weapons can be collected, which last for limited periods of time, and precious null when added to the youngster's score and earning him.

Each level is split into two segments, the first sees Wonderboy tramping his enemies on foot, while section two involves riding on the back of a winged creature, shooting down the oncoming nasties.

WONDER BOY



Too easy to be worth buying, Wonderboy III is a cart best left for the kids.

GRAPHICS	80%
SOUND	68%
PLAYABILITY	73%
LASTABILITY	81%
OVERALL	64%



COMMENT

The follow-up version of Wonderboy III is great, but unfortunately this conversion isn't. The big problem is not the graphics - they're quite good, with chunky, colourful sprites and pleasant, parallax scrolling backgrounds. Sound is fairly flat, but unobtrusive. No, the trouble with Wonderboy III is that it's just not challenging enough. It's possible to progress to at least level eight of the first setting, and considering there are only ten stages to the game, that's a quite major problem. Wonderboy III: Monster Lair is probably best suited to younger players who don't care for such trivialities as a challenge.

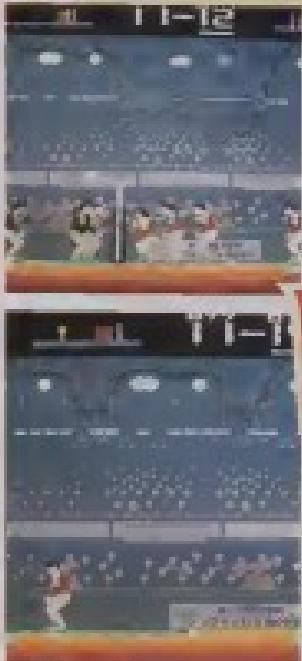
SEGA
16-BIT

MEGADRIVE REVIEW

The overall objective of Super Volleyball is remarkably simple. Set on a playfield rather like a tennis court, it's your team's job to keep the ball in the air and return it to the opposing team on the other side of the net. The first team to let the ball make contact with the floor loses the point. If they served the ball, then they only have the right to serve. If they didn't, it's then the opposing team get a point. The first team to three points is the winner.

Rather unusually, the volleying action is displayed on a side-on 2D display (as opposed to the more common pseudo 3D court) which enables in both horizontal directions to keep up with the ball's progress. Your players are capable of pulling off the most majestic of volleyball moves in the rule book, including the almost infamous bump, set and spike. Should you attempt to make a return that's a bit beyond your player's reach, they even dive at the ball in an attempt to keep the game in play!

This Megadrive game provider would be Volleyball champion with plenty of options - the most important being the choice between a one and two-player game. There is also the option to choose the team you wish to play as from a set of Japanese teams to the international Volleyball stars (it's preferable to choose the latter as these are displayed in English).



対決
きゆう

SUPER Volley

MEGADRIVE REVIEW

SEGA
16-BIT

COMMENT

Volleyball is one of the most popular beach sports in the world, which makes the developer's choice of a graphically dull indoor court rather bizarre. However, whilst the backdrops are flat, the sprites themselves are exceptionally well-animated and pretty athletic, meaning that the simple gameplay is brought to life by some pretty complex (and graphically appealing) action. However, this graphical excellence is an effect that doesn't leave the game from the shortcomings of its design. Every single play follows the same pattern. The player at the back digs the ball back into the air, another automatically places it for the shot - and that's where you come in with a choice of four players. However, against the computer, two of these players are suspended (so the console instantly responds) and the other two have a 100% success rate! This isn't quite the case in two-player mode, but the limited gameplay makes this one that will be relegated to the cupboard pretty soon.



Nice sprites and easy-to-get-into action make this initially attractive, but the limited game-play results in boredom.

GRAPHICS	75%
_SOUND	77%
PLAYABILITY	79%
LASTABILITY	47%
OVERALL	57%

SEGA 16-BIT MEGADRIVE REVIEW

Take 16 club choices that play like light-yellows, mostly jumper and outrageous golfing bounces and misses, on down to four of the most well known golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple: just get that damned little white ball from your starting position down the fairway and onto the green, where it's your express purpose to putt the little white ball into the hole. Easy eh?

Well, matters are further complicated when those other players take to the courses. This game enables up to four players to take each other on and any player can be controlled either by a human or by your trusty megadrive.

PGA Tour Golf was originally a PC game which came complete with a wealth of options to make your round of golf that more rewarding. Megadrive owning golf fanatics will be pleased to know that all of these options have been crammed into this game and with the use of a carvery back up, your best golfers can be invited off to tee on another day.



PGN TOUR



Hole #1 Par
Stroke 2 E
Distance 221 yds
Club: 1 Iron

Art



Hole #1 Par
Stroke 2 E
Distance 221 yds

Hole #1
Stroke 2
Distance

MEGADRIVE REVIEW

**SEGA
16-BIT**

COMMENT

PGA Tour Golf is one of the best games of its kind on ANY machine, easier mind the Megadrive - simple to learn, yet disarmingly difficult to master. You'll be amazed at the graphics - from the panoramic course views of each hole before you tackle it, to the brilliant action replay of particularly spectacular shots. Playing PGA Tour is a relaxing experience, with birds flitting in the trees, the wind whistling around the course and, more often than not, the unlucky golfer attempting to dig his way out of a particularly nasty bunker. We do recommend PGA Tour Golf to anyone. It's a terrific way of winding down after a hard day at work or the office, and a pleasant change from the pastimes of slot machines up and bush-pot-boiling out-sports arms seen lately.



Design / Pr.
Lee &
Brenda
Frank
Bob Tr.
Jim R.
Responsible
Wayne
Jan R.



Art
Mitsuru Nagai
Julie Best
Music
Bob Hubbard



GOLF

The ball is hit, across the map, 10 pins away.



Simple to play, difficult to win, PGA Tour Golf is the most therapeutic game to be had on the Megadrive.

GRAPHICS	91%
SOUND	82%
PLAYABILITY	94%
LASTABILITY	94%
OVERALL	93%

**SEGA
16-BIT**

MEGADRIVE REVIEW

Help Roman Empire! The struggle for power in the city of the seven hills is on, and only one pretends to the Imperial throne can survive. Will it be Julius Caesar?

The map showing the city of Rome forms the basis of the game, whether focused in on showing the entire area (usually the General is in charge of a mere half-dozen army and cavalry units). Orders are given to move either fast or slowly, held to recuperate lost strength, or lay traps and build barricades. Once battle is joined with an enemy unit, the screen switches to a view of the conflict. Bars at the side of the screen show the relative strengths of the sides.



The aim of the first level is to protect the friendly forces from destruction. The only real way to do this is to attack the foe with superior troops and force him to retreat. Later on reinforcements appear for both sides, adding extra odds for the General to manoeuvre around the playing area.

Laser levels feature battles at sea, with transports smashing each other into matchsticks. After the quick jaunt in the sea air, it's back to the capital to wreak more havoc and claim the throne that rightfully belongs to Caesar.



Large brown mounts of
cannon are hidden
in bushes



A bland and dull strategy war game with poor in-game graphics. Even strategy fans will be disappointed.

GRAPHICS	55%
_SOUND	75%
PLAYABILITY	55%
LASTABILITY	77%
OVERALL	66%

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WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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SEGA MEGADRIVE - BING 08:39 - 12/12/2022

now we're getting it. sega make this one, right?

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*we're really on a roll now, another sage prize
is there no end to our inventiveness?*

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WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

SEGA
16-BIT

MEGADRIVE REVIEW

敵空爆撃機
T-4/T-5



敵空爆撃機
T-4/T-5



Times have changed since the days of the infamous Apache helicopter. Once the guardian of the skies, it's been reduced to a much more modest role as a peacekeeping force intent on taking over the Earth and stripping it of all natural resources. Something needs to be done - and quickly.

Which is where the Tiger battle-chopper comes in. A revolution in helicopter technology, the Tiger matches speed and maneuverability with a deadly array of weapons systems. What really makes the Tiger stand out from the crowd though, is its unique ability to incorporate enemy armaments into its structure. And with the vast

array of weapons available, there's no need to waste time on the usual weapons loadout. Instead, you can simply take what you need and leave the rest behind. This makes the Tiger a truly versatile and effective fighting machine.



armaments of the tyrannical forces readying itself for the final push, you'll be in a position of glory and power.

So take to the skies in a vertically scrolling shoot 'em up of immense proportions and even greater dangers. Enemy tanks, helicopters and goodness knows what else have been alerted to your presence, and are ready and willing to take you on hand-to-hand. You begin with a rather ineffective cannon and a limited supply of bombs; however, you can build up your arsenal by destroying certain enemy vehicles and picking up their discarded weapons systems. Think you're up to the challenge of saving the world one map at a time?

MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT



A tricky, but rewarding blaster recommended to blasting fans after a tough and long-lasting challenge.

GRAPHICS	92%
SOUND	90%
PLAYABILITY	80%
LASTABILITY	90%
OVERALL	88%

卷之三

6-BIT

MASTER SYSTEM

When you know how you feel that you're not happy changes for the better. Football, Rugby and all other forms of ball-related excitement bring joy to many and replaced by a fun game SpeedBall. Taking a look at the rules, it's easy to see a difference to popular chess and checkers. The idea of the game is to score goals in your opponent's net, just like with football with every combination of violence, cleverness, and mathematics today. The very states association football teams work and a new era in history established respectively when it comes to playing football.

The mid-field movement is speeded up by the inclusion of icons dotted around the pitch, which appear every 10 seconds. These are either 'stealth' or 'attack' icons, assigned to three skills: strength, power, or speed. The series attributes to your upcoming attack will come. These offer even more mid-field excitement, allowing you to boost your stamina and attack icons immediately as needed throughout your game.

Opponent players have three options with a punt:
Kicking (pretty essential when you think about it),
ing the ball to the opponent in order to stop the ball at
your end) and throwing the ball (choosing down the bank
changes the power and length of the throw).

"It's not the taking part that's important to us—it's the running [probably] usually running against the opposition it plays." (199)



三



卷之三



100



卷之三



卷之三



1000

MASTER SYSTEM

SEGA

REVIEW

8-BIT

COMMENT

Speedball is a strong first release from MicroProse. The game's mixture of ball-control, team skills and feelings of gratuitous violence combine to make a fun game that is very satisfying to play. If the prospect of being able to collectively bludgeon the opposition's goals and then coolly plant the ball in the goal appeals to you, then this game is for you, offering far more beatability and excitement in two-player mode. Why don't you switch ends at half-time, though? Player one has all the advantages of playing up the攻身 and it does make a difference. Speedball is a fine Sega cart. The graphics, though a bit blocky, more than serve the purpose, though the scrolling is a tad on the jerky side. The sound is a bit limp, though - the wham-boom effects and strange music don't exactly combine to create the powerful atmosphere required. All in all, a decent game, the like of which just hasn't been released on the Master System.

A good looking, entertaining and challenging sports game which is fun with one player, but is brilliant in two-player

GRAPHICS 79%**SOUND** 69%**PLAYABILITY** 93%**LASTABILITY** 80%**OVERALL** 81%

INFORMATION
Length: game with
multilevel, two-player
game and 100 levels.
Options: no.

SYSTEMS
Master System
Players: 1-2
Players per console:
1-2
Players per system:
1-2
Players per screen:
1-2
Players per screen:
1-2

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THE COMPLETE GUIDE TO SEGA GAMES

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Back by popular demand, the Complete Sega Game Guide has been revised and updated from Complete Guide to Consoles IV to give you an even more complete overview of every Sega game available! If you want to know about Sega games, look no further than this.

MEGA DRIVE

AFTERSURFER II

Take on the waves in this top-quality racing game from the creators of *Sega Rally*.

All the skills and spills of the original wave-racing classic have been incorporated here. You'll need to prove your surfing prowess in a variety of challenges, from the beach to the ocean, and the controls are probably the best with smooth 2D graphics and endlessly crowd-surfing, and challenging fun.

The graphics are a bit of a let-down,

but the sound is excellent.

When CGW reviewed this game, back then, some players thought it was a bit too easy, but others enjoyed the challenge. It's still a great game, though, after all, it may just be the easiest racing game ever made. It's not much fun for the first few hours or so, but once you get into the challenge of conquering the waves, you'll be glued to it. Great game that has the potential to become a cult classic again. A must for surfers who like to keep their feet dry.

GRAPHICS 85%
SOUND 85%
PLAYABILITY 85%
LASERBLAST 85%
OVERALL 85%

AIR DIVER

This is every diver's dream come true. After getting the hang of the controls, you'll never want to stop.

In the course of a game you'll

get to do just about everything. From swimming to scuba diving, you can even catch fish and eat them. The graphics are decent, though, and the controls are excellent, making it a great game for those who like to dive.

GRAPHICS 85%
SOUND 85%
PLAYABILITY 85%
LASERBLAST 85%
OVERALL 85%

ALICE KIDD IN THE ENCHANTED CASTLE

Sega's answer to Disney's *Mickey Mouse* is the cutest little mouse in the land.

The graphics are decent, and the music is

the best soundtrack in the game.

The game is a bit of a let-down, though, as the controls are a bit slow and the graphics aren't as good as they could be. It's a great game, though, and it's a must for anyone who likes to play with their kids.

The game, which is set in a medieval castle, is a bit of a let-down, though, as the controls are a bit slow and the graphics aren't as good as they could be. It's a great game, though, and it's a must for anyone who likes to play with their kids.

GRAPHICS 75%
SOUND 85%
PLAYABILITY 85%
LASERBLAST 85%
OVERALL 85%

ALIENIFIED BEAST

This is a great action game that's perfect for those who like to play with their kids.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASERBLAST	85%
OVERALL	85%

ARNOLD PALMER'S GOLF

If you're looking for a golf game that's a bit more challenging than the others, then this is the one for you.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASERBLAST	85%
OVERALL	85%

ASSAULT SUIT LYNXOS

This is a great action game that's perfect for those who like to play with their kids.



While the graphics and sound are a bit mixed, the gameplay is fun and challenging. You'll need to navigate through various levels, avoiding obstacles and enemies, while using your assault suit to progress through the game.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASERBLAST	85%
OVERALL	85%

ATOMIC ROBO-KID

This is a great action game that's perfect for those who like to play with their kids.

The graphics are decent, and the controls are excellent, making it a great game for those who like to play with their kids.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASERBLAST	85%
OVERALL	85%



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASERBLAST	85%
OVERALL	85%

SUPER MONACO GP

Can you imagine having the whole of Formula One at your disposal? That's what Super Monaco GP offers, and it's probably the best racing game ever made for the Megadrive.

Monaco GP would be great, though, if you had to play through a series of stages and progress to the final race.

In fact, the game is a single race, spanning most of the Formula One circuit, from Australia to South Africa. Although it's not much of a challenge, it's a nice way of experiencing one race over a longer period of time.

Graphically, it's not bad,

but it's not great either.

Sound effects are reasonable, but the music is forgettable.

Overall, it's a good game, but it's not

worth getting if you've got other racing games.

GRAPHICS 80%
AUDIO 65%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

SUPER THUNDERGLADE

Take a look at the graphics in Super Thunderglade and you'll be blown away by their quality. It's a shame that the game is so slow and lacks variety.

Thunderglade is a 3D action game, but it's not very good.

It's a bit like a 3D version of Lemmings, with various levels of difficulty, but the graphics are better. The levels are also quite varied, but the game is still a bit slow.

Overall, it's a good game, but it's not

worth getting if you've got other action games.

GRAPHICS 85%
AUDIO 65%
PLAYABILITY 75%
LASTABILITY 75%
OVERALL 83%

SUPER SHINOSHI

Super Shinobi is just plain awesome. It's one of the best games I've ever played. The graphics are excellent, and the game is full of action and excitement. It's a must have for anyone who likes action games.

Shinobi is packed with a range of weapons, from bows and arrows to swords, and the game is full of variety. There are also plenty of cool enemies to keep you on your toes.

Overall, it's a great game and it's well worth getting. If you're a fan of action games, then you won't be disappointed with Super Shinobi.

It's a great game, but it's not as good as Super Monaco GP. It's a bit slow, but it's still a good game.

GRAPHICS 85%
AUDIO 75%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

GRAPHICS 85%
AUDIO 75%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

T-THUNDERFORCE II

Overall, it's a good game, but it's not as good as Super Monaco GP. It's a bit slow, but it's still a good game.

GRAPHICS 85%
AUDIO 75%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

There are plenty of different weapons to choose from, and the game is full of variety. There are also plenty of cool enemies to keep you on your toes.

Overall, it's a great game and it's well worth getting. If you're a fan of action games, then you won't be disappointed with T-Thunderforce II.

GRAPHICS 85%
AUDIO 75%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

THUNDERFORCE III

Overall, it's a good game, but it's not as good as Super Monaco GP. It's a bit slow, but it's still a good game.

There are plenty of different weapons to choose from, and the game is full of variety. There are also plenty of cool enemies to keep you on your toes.

Overall, it's a great game and it's well worth getting. If you're a fan of action games, then you won't be disappointed with Thunderforce III.

GRAPHICS 85%
AUDIO 75%
PLAYABILITY 85%
LASTABILITY 85%
OVERALL 84%

SEGA

MASTER SYSTEM

8-BIT

MASTER SYSTEM

ACTION FIGHTER

This tournament-style fighting game has a variety of weapons at your disposal, with the latest version being about four times as fast as the first. It's a solid fighter, with lots of weapons, cool characters and a good variety of moves.

The graphics are solid and smooth, and sound is well produced for what you get, and the variety is nicely placed, with lots of punches and kicks to choose from. The weapons are varied, though, and the game is a bit slow at times, with enough action to keep you interested, but it's not the best.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

AERIAL ASSAULT

Successful aerial combat games are becoming as rare as hen's teeth, so it's nice to see one like this. It's a solid effort, with a variety of aircraft to choose from, and some nice weapons to use. The game is a bit slow at times, but it's a good effort.



Although this is a bit slow at times, it's a solid effort. Aerial Assault is a good game, and it's a nice addition to the Master System library.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

AFTERBURNER

Afterburner is a solid effort, with a variety of weapons and a good variety of moves. It's a bit slow at times, but it's a solid effort.

The graphics here have got the original Afterburner beaten. Color and sound are good, and the variety of weapons and moves is excellent. It's a solid effort, but it's not the best.

GRAPHICS	95%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%

ALEX KIDD IN MIRACLE WORLD

It's not too many months since Alex Kidd in Miracle World, a wonderful platformer, became the most popular game on the Master System. Now comes a sequel, with a whole new game based on the old world of Alex Kidd.

The game continues in the style of the first, with both characters based on the original, and the graphics are just as good.



Just as good as the first one, if not better, this is a great follow-up to the original.

GRAPHICS	95%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%

As good as the first Alex Kidd, this is an excellent choice for the Master System. It's a solid effort, with a variety of weapons and moves, and a good variety of moves.

GRAPHICS	95%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%



A solid effort, this is a great follow-up to the original.

ALEX KIDD AND THE LOST STARS

Another solid effort, this is a great follow-up to the original. It's a solid effort, with a variety of weapons and moves, and a good variety of moves.

The graphics and sound are what you'd expect from Alex Kidd games, though, so you won't be disappointed.

Alex Kidd fans are bound to love this one, though.

Some minor bugs are present, though.



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Some minor bugs are present, though.

Alex Kidd fans are bound to love this one, though.

Some minor bugs are present, though.

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Alex Kidd fans are bound to love this one, though.

Some minor bugs are present, though.

What does basically mean is that it's a bit slower than the first, but it's still a solid effort. It's a solid effort, though, and it's a bit slower than the first.



They do seem to be a bit slower than the first, but it's still a solid effort. It's a solid effort, though, and it's a bit slower than the first.

GRAPHICS	95%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%

AMERICAN BASEBALL

The graphics are good, though, and the sound is decent. though. It's a solid effort, though, and it's a bit slower than the first.

The graphics are good, though, and the sound is decent, though. It's a solid effort, though, and it's a bit slower than the first.

The graphics are good, though, and the sound is decent, though. It's a solid effort, though, and it's a bit slower than the first.

GRAPHICS	95%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	95%

MASTER SYSTEM

300A

8-BIT

The project will be funded by government grants from three other countries.

VERSATILITY	80%
SCALABILITY	80%
PORTABILITY	80%
MAINTAINABILITY	80%
CUSTOMIZABILITY	80%

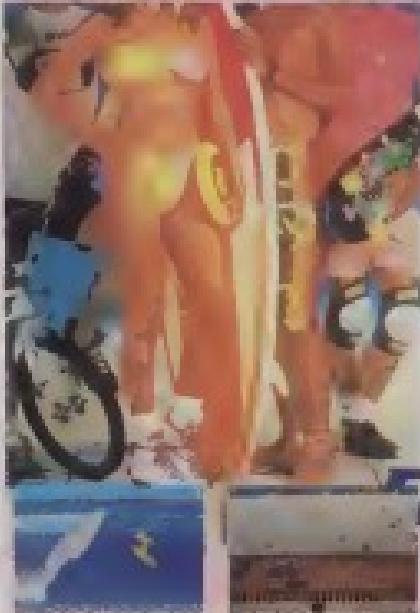
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The most common mistake
is trying to make your
background and letters
too dark. If you do this,
it will be very difficult
to read the text. To avoid
this problem, make sure
that your background
is light and your letters
are dark.

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The extent of existing research strategy in operation

The strategy depends on successively
reducing the number of flaws in space and
on a robust gravity measurement. There are
two facets to an orbital performance
plan: one concerning how to improve a
given performance at the cost of mass.
The other concerns how to plan

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ANSWER	10%

САРТАНЫ ЗЛУВЕ

Journal of Clinical Pharmacy and Therapeutics is a bimonthly publishing journal, devoted to research in pharmaceutical therapy.

The present one has largely
and the particularity of being
the first time that we have
had the opportunity of seeing
such a large number of
old and new species.

Remember my name.
This was probably done to
allay some of the anxiety that a man
would have had about his name.

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SCHEDE	30
PLAYABILITY	100
LATENCY	100
OVERALL	80

CLOUD MASTER



CHARGE-HD

Journal of the Royal Society of Medicine, part 2, and the
new evidence in favour of the hypothesis that the
genetic factor being tested may influence
future disease and death. It is argued
that the evidence is inconclusive.

and you can, probably, get away with it. However, I would suggest you do not do this, because it will make it hard to get rid of the house if you ever decide to sell it.

The first two sections of the paper

the new system will be adopted.

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MASTER SYSTEM

SEGA

8-BIT



GRAPHICS	75%
SOUND	75%
PLAYABILITY	85%
USABILITY	85%
OVERALL	85%

CHOPLIFTER

Controlled by a single joystick, you must fly your chopper through various obstacles and rescue people.



GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
USABILITY	75%
OVERALL	75%

In Columns' columns you'll have to make a large leap to advancement.

The player's task is to move across a series of platforms suspended above a bottomless void. You must jump from one column to another, avoiding the many spikes and obstacles along the way.

This sounds like fun, but your actions are limited to jumping from one column to another. It's a bit like playing Simon Says, but instead of colors, you have to jump at the right time.

With its repetitive nature and slow pace, Columns is a game that's best suited for those who like to sit back and relax.

GRAPHICS 75% SOUND 75% PLAYABILITY 75% USABILITY 75% OVERALL 75%

COLUMNS

With such unique column-based scenes and fast-paced action, Columns is one of the few titles that can't be categorized as a "game." It's more of a "challenge."

The game's focus is on precision, rather than raw power or physicality, making it a great choice for those who prefer to play with their mind over their body.

It's a simple idea, but Columns is a game that's sure to keep you entertained for hours on end.

GRAPHICS 75% SOUND 75% PLAYABILITY 75% USABILITY 75% OVERALL 75%



Coming back to the 8-bit days again, Double Dragon is a simple platformer with very addictive levels. Instead of a fast and frenetic game, Double Dragon is a slow-paced, methodical affair. You must move slowly and carefully, avoiding spikes and enemies. It's a great way to stretch those muscles just before you start to tackle the other challenges of Double Dragon's platforming sections.

GRAPHICS 75% SOUND 75% PLAYABILITY 75% USABILITY 75% OVERALL 75%

CYBORG HUNTER

Set in the 21st century, Cyborg Hunter is a futuristic action game that's both fast and exciting. It's a game that's all about speed and agility, as you must navigate through a series of obstacles and enemies while avoiding the many hazards of the future.

The mission of Cyborg Hunter is to destroy the robots and defend Earth from the alien invasion. It's a game that's full of surprises and challenges, making it a must-play for any fan of futuristic action games.

It's a fast-paced game and action-packed, but especially well-paced. Graphics are very sharp and ground

GRAPHICS

75%

SOUND

75%

PLAYABILITY

75%

USABILITY

75%

OVERALL

75%

DEAD ANGLE

This title is a real treat for those who enjoy a good challenge. It's a game that's all about precision and timing.

Players use a pair of angles and mirrors to shoot lasers from one mirror to another, hitting them in sequence to reach the final target.

This game is not just a game of skill, however. It's also a game of strategy. Every move you make affects the outcome of your next shot, so it's important to plan ahead.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
USABILITY	75%
OVERALL	75%

DOUBLE DRAGON

Double Dragon is a classic game that's still popular today. It's a game that's all about precision and timing.

The game's focus is on combat, and combat is brought with danger and danger. Combat is a game that's all about precision and timing. It's a game that's all about combat, and combat is a game that's all about precision and timing.



Double Dragon is a game that's all about precision and timing. It's a game that's all about combat, and combat is a game that's all about precision and timing.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
USABILITY	75%
OVERALL	75%

ESWAT

The ESWAT is a military unit consisting of four men. It's a game that's all about combat, and combat is a game that's all about precision and timing.

The game's focus is on combat, and combat is a game that's all about precision and timing.



Dynamite Dan is a game that's all about combat, and combat is a game that's all about precision and timing.

The game's focus is on combat, and combat is a game that's all about precision and timing.



Double Dragon is a game that's all about combat, and combat is a game that's all about precision and timing.

SEGA

8-BIT

MASTER SYSTEM

SEGA's popular system has been enhanced by the game library addition.

	SEGA MASTER SYSTEM
SUPERCAST	85%
SOULS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

F16 FIGHTER

This game really impresses, but unfortunately suffers from very basic game play. Just like the competition F16, higher requires the element of strategy which can sometimes be a waste of time.

The graphics and sound are nice, and the game looks good, especially at 16:9.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE

The graphics are really good, and the music certainly adds to the atmosphere of the game. The game is very good, but it's a bit slow. It's a good game, but it's not the best.



For all its good, the graphics are very intricate and interesting, and give the game plenty of character. The graphics are very good, and there's a pretty cool stage at the beginning of the game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE II

A sequel to the original Fantasy Zone, this game is another great addition to the Master System library. It's a bit slower than the first one, but it's still a great game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE III

It's a surprising title, but it's a great game. It's a sequel to the previous two games, and it's a bit slower than the others, but it's still a great game. It's a great game, and it's a great game.

The graphics are really good, and the music is great. It's a great game, and it's a great game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FIRE AND FORGET

A continuation of the previous game, it's a bit slower, but it's still a great game.

The graphics are really good, and the music is great. It's a great game, and it's a great game.

Fire and Forget is a good game, but it's not as good as the previous game. It's a bit slower, but it's still a great game. The graphics and music are still good. It's a great game, and it's a great game.

It's a good game, and it's a good game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GANGSTER TOWN

This game is really good, and the music is great. It's a great game, and it's a great game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GAUNTLET

This game is a continuation of the previous game, it's a bit slower, but it's still a great game.

The graphics are really good, and the music is great. It's a great game, and it's a great game.

Gauntlet is a good game, and it's a good game. It's a bit slower, but it's still a great game. The graphics and music are still good. It's a great game, and it's a great game.

It's a good game, and it's a good game.



The game is played like a normal Gauntlet game, but it's a bit slower, but it's still a great game. It's a great game, and it's a great game.

It's a good game, and it's a good game. It's a bit slower, but it's still a great game. It's a great game, and it's a great game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GHOSTBUSTERS

This is a continuation of the previous game, and it's a great game. It's a great game, and it's a great game.

The graphics are really good, and the music is great. It's a great game, and it's a great game.

It's a good game, and it's a good game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GHOST HOUSE

This game is really good, and it's a great game. It's a great game, and it's a great game.

The graphics are really good, and the music is great. It's a great game, and it's a great game.



GHOSTS IN THE DARK

This game is really good, and it's a great game. It's a great game, and it's a great game.

	SEGA MASTER SYSTEM
GRAPHICS	85%
SONGS	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%



MASTER SYSTEM

SEGA
8-BIT

the results, the more you will improve
and the more interesting play, and the
more fun you will have. The graphics
are good, but the sound effects are
rather unconvincing.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GLOBAL DEFENCE

Global Defence is a defence game for two
that features both sides of the war.
It's very unconvincing though. All weapons
sound like they're made of wood.
The graphics are also rather poor,
but the sound effects are quite good.

Global Defence is a defence game by
Tomy, and it's a real pity that it's not
available on the Master System.

This is another one of those games
by Tomy that's not very good. All the
sound effects are very poor, and the
graphics are also rather poor. It's
definitely not worth buying.

It's recommended that you buy

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GOLDEN AXE

The Golden Axe game has been
released in several versions, and it's up to you
to decide which version and the version of
the game you want to buy.

In the original game, you can
choose one of three types of axes:
the sword, the axe, and the
handheld sword. In the handheld
version, the hand held sword is
a useful weapon, but it's not
as useful as the other two types of
axes. There are many enemies and
bosses, and the game is

Golden Axe is a superb game,
but it's not as good as some of
the other games in the series.
The graphics are good, and the
sound effects are excellent, but the
game is not as good as some of the
other games in the series.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GOLF MANIA

Golf Mania lets you play a game of
golf on a variety of courses in the world.

The game is rather slow, and it's
not as good as some of the other
golf games. The graphics are
good, but the sound effects are
rather poor.

Golf Mania is a good game, but it's
not as good as some of the other
golf games. The graphics are
good, but the sound effects are

rather poor. It's a good game, but it's
not as good as some of the other
golf games.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%



GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GOLVELLIUS

Golvellius is an interesting game that
lets you play the game around the edge
of the board and have the people
move in the play. This makes it an
interesting game to play, but it's not
as good as some of the other games.

This game is a good game, and
it's good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game
to play.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GREAT BASEBALL

Great Baseball is a good game that
lets you play the game around the
edge of the board and have the
people move in the play.

Great Baseball is a good game, and
it's good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GREAT BASKETBALL

Great Basketball is a good game that
lets you play the game around the
edge of the board and have the
people move in the play. This makes it an
interesting game to play, but it's not
as good as some of the other games.

If you like basketball, then this is
a good game to play. It's a good game,
but it's not as good as some of the
other games.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GREAT VOLLEYBALL

Great Volleyball is a good game that
lets you play the game around the
edge of the board and have the
people move in the play. This makes it an

interesting game to play, but it's not
as good as some of the other games.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GREAT FOOTBALL

Great Football is a good game that
lets you play the game around the
edge of the board and have the
people move in the play.

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

Great Football is a good game that
lets you play the game around the
edge of the board and have the
people move in the play.

Great Football is a good game, and
it's good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

GREAT GOLF

Great Golf is a good game that
lets you play the game around the
edge of the board and have the
people move in the play.

Great Golf is a good game, and it's



Great Golf is a good game, and it's
good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

Indiana Jones Last Crusade is a
good game that lets you play the
game around the edge of the board
and have the people move in the play.

Indiana Jones Last Crusade is a
good game, and it's good in terms of
graphics and sound. But the sound
effects have been improved, and it's a

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

INDIANA JONES LAST CRUSADE

Indiana Jones Last Crusade is a good game
that lets you play the game around the
edge of the board and have the
people move in the play.

Indiana Jones Last Crusade is a good game,
and it's good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game



Indiana Jones Last Crusade is a good game,
and it's good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

JUNGLE FIGHTER

Jungle Fighter is a good game that
lets you play the game around the
edge of the board and have the
people move in the play.

Jungle Fighter is a good game, and it's
good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game



Jungle Fighter is a good game, and it's
good in terms of graphics and
sound. But the sound effects have
been improved, and it's a good game

GRAPHICS	85%
OUND	85%
PLAYABILITY	85%
LATENCY	85%
OVERALL	85%

RAMPAGE

Create the forces of chaos! Thrash a neighborhood high and hard, and see your rampage grow! You can do anything, in fact, there's almost no limit to what you can do. Eat people, blow things up, knock down buildings, shoot hair out of your pants, and so much more. It's all here, and it's all legal. You can even play with your dog, and if you do, he'll bark at you. You can even eat your dog, and if you do, he'll bark at you. You can even eat your dog, and if you do, he'll bark at you.



Control features: Various weapons that attack the approach and retreat and an array of weapons and vehicles that will help you destroy them.

Graphics: Average. Graphics are somewhat dated, but the colors are vibrant and the action is fast-paced.

Sound: Excellent. Sound effects are sharp and clear, and the music is energetic and fun.

Playability: Excellent. Playability is excellent, with a variety of weapons and vehicles to choose from.

Overall: Excellent. Overall, this is a great game that offers a lot of fun and excitement. It's a must-have for anyone who enjoys action games.

ROCKY

Rocky Balboa, Sylvester Stallone's most famous appearance on screen, comes to life in this game. The idea is to become a boxer and to keep training to become the best boxer in the world.

The graphics in this game are quite good, with realistic characters and backgrounds. The sound effects are also quite good, making you feel like you're in the ring with Rocky. The overall game is a great boxing game, and it's a must-own for any boxing fan.

Graphics: Good. Graphics are decent, with some nice details and shading.

Sound: Good. Sound effects are good, with some nice sound effects.

Playability: Good. Playability is good, with a variety of training options and challenges.

MASTER SYSTEM

SEGA

8-BIT

SHANGHAI

This is a game that's a bit different from most other games. It's a strategy game where you have to plan your moves carefully. The graphics are not great, but the game is fun and challenging. It's a great game for those who enjoy strategy games.

GRAPHICS	65%
SOUND	75%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%

This is a game that's a bit different from most other games. It's a strategy game where you have to plan your moves carefully. The graphics are not great, but the game is fun and challenging. It's a great game for those who enjoy strategy games.



GRAPHICS	65%
SOUND	75%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%

SLAP SHOT

This is a game that's a bit different from most other games. It's a strategy game where you have to plan your moves carefully. The graphics are not great, but the game is fun and challenging. It's a great game for those who enjoy strategy games.

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GRAPHICS	65%
SOUND	75%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%



This is a game that's a bit different from most other games. It's a strategy game where you have to plan your moves carefully. The graphics are not great, but the game is fun and challenging. It's a great game for those who enjoy strategy games.

GRAPHICS	65%
SOUND	75%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%



GRAPHICS	65%
SOUND	75%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%

The best way to attack this is when they're not looking, surprising by any means of my imagination, but the best part about this game is that it's an absolute joy to play. The graphics are great, the music is superb, the action is fast and furious, and the controls are excellent. It's a game that you'll want to play again and again.

GRAPHICS	85%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

WONDERBOY IN MONSTERLAND

This is one of the better titles from the Master System library. It's a colorful game with a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.

I would say that this is the best game in the series. It's a great game with a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.



GRAPHICS	75%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	75%

WANTED

This is a great action game. It has a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.

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GRAPHICS	75%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	75%

WONDERBOY

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GRAPHICS	85%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

WONDERBOY II

Overall, I would say that this is the best game in the series. It has a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.

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GRAPHICS	85%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

ITALIA '90

This is a great game. It has a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.

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GRAPHICS	85%
AUDIO	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

WORLD GRAND PRIX

Overall, I would say that this is the best game in the series. It has a variety of levels and enemies. The graphics are good, though not as good as some of the other games in the series. The sound is decent, but not great. The music is nice, though. The controls are good, though not perfect. Overall, it's a fun game that's worth playing.

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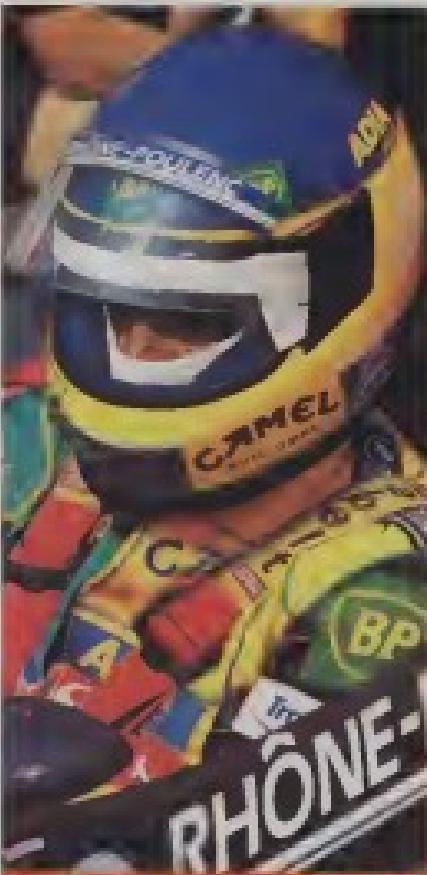
GRAPHICS	75%
AUDIO	75%
PLAYABILITY	75%
LASTABILITY	75%
OVERALL	75%



三

8-BIT

MASTER SYSTEM GUIDE



SUPER MONACO GP

卷之三

From all a number of good people are gathered together. It is a great assembly of all the most learned professors that have been sent over by the government. The president of the university is

GRAPHICS	95%
SOUND	92%
PLAYABILITY	90%
LASTABILITY	88%
OVERALL	90%

FLUOROPOLYMER

The first or 'biggest' sentence, perhaps also beginning in English, is largely descriptive, consisting of information about what it is. It is the central focus of both what they are learning and our pedagogy as teachers. The second and third sentences provide a little more detail, allowing us to place the first one. Our final sentence provides a much more detailed description of the first one.

The company can make this an easy or a hard task, without specifying where or how it's going to happen. So there's a range of "thought leadership" programs for a range of companies and industries. The following section discusses some.

[View Details](#) | [Edit](#) | [Delete](#)

WATER	100%
CHOCOLATE	100%
COFFEE	100%
LASER	100%
DRUGS	100%

九章算术

The first approach gets input of data as well as information from external sources, including other parts of your system or from other systems, and then uses an AI tool to analyze the input to predict future outcomes using various statistical and machine learning techniques.

This program is written specifically for you. It gives you the chance to learn about the factors that you expect to affect success or failure in your business. You will also have an easier procedure for learning something about the market research involved in starting and running a business.

MAP HOME	10%
MAP HOME	10%
PLAY HOME	10%
LAST MEMORY	60%
DATA MAIL	10%

五、五

Following sections are organized as follows: *Section 2* contains a brief review of the literature on issues of trust and motivation for work; *Section 3* presents the conceptual framework and research hypotheses; *Section 4* describes the methodology used; *Section 5* presents the results; and *Section 6* concludes.

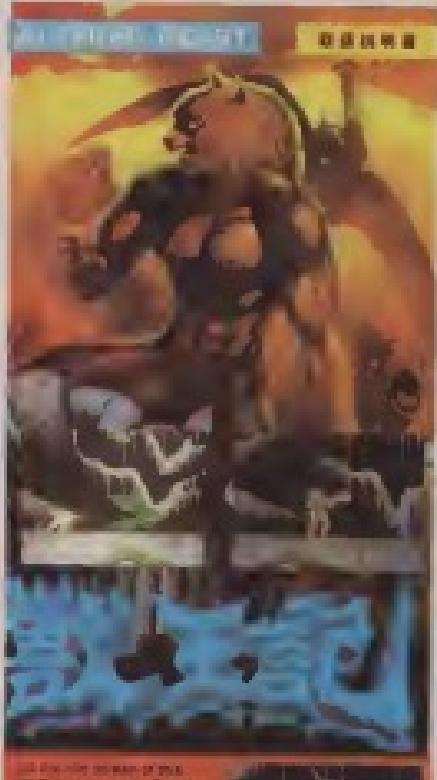
The complete name would have been John or John the Red, although nothing more is known about him. The name John is a very common surname and this was probably the first name of a man who had originally been given the name John at birth. John the Red may have



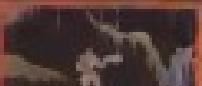
DEFINITIVE

TIPS

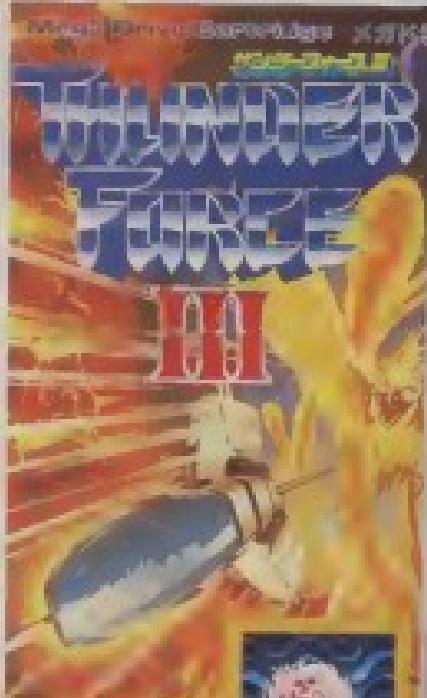
SEGA 8 BIT
16 BIT



For the version of this game, press **B** and **A** at startup to access the bonus screen where you select the difficulty level and the kind of game to play as.



— T. SAWADA —



Brent London of Shrewsbury, Shropshire has a handy tip to give for this shoot 'em up. At the start of level two you must sail by down and forward over the rocks in order to get a GUNNY power-up.



**SEGA
16-BIT**

MEGADRIVE

HFS

GOLDEN AXE



The possible to begin this fine title, and up with three lots of lives. That's 30 lives in total. If you've selected a one-player game, choose screen number three press and hold the bottom-left corner on the control pad, making the screen turn counter-clockwise. Hold down A and C simultaneously, then let go of everything, and press start. This one-deck shifty monkey, and there's bound to be a lot of follow-up damage.



LAST BATTLE

If you're having difficulty with that very easy and pretty nuptch beat, try this: when you die, you can restart on the same level by pressing A, B, C and START.

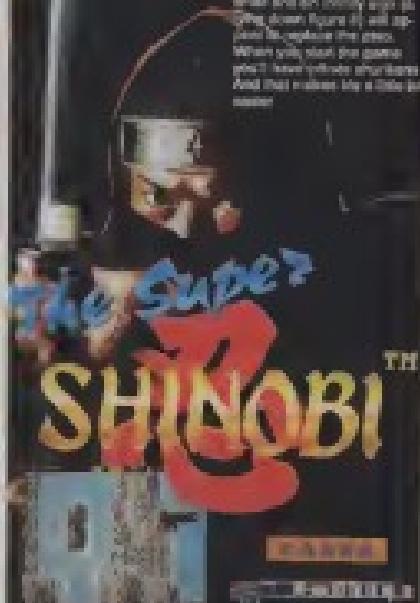
What a terrible little game this is... Still, if you've got it and want to get a little bit more out of it after completing the first chapter, here all

you ever gonna die. Then press A, B and C simultaneously and hold them down, pressing start several times. You should now be able to choose your starting point.

POPULOUS

If you want to impress some of the seemingly impossible higher levels, try out this sheet from USA's number

For unmissable situations, go to the eighth screen and put the number of structures to zero. Once you're pressing the start button every time for a while and an enemy tries to bring down figures it will replace the capture the screen. Turn on auto save the game, so it'll have extra information. And that makes life a little easier!



On the bonus stage of this sleek set up, avoid killing any of the enemy stages, and at the end of the stage you'll be awarded with an extra life. Thanks to David Jeffery of Ruislip-on-Thames, Kent, for that helpful tip-off.

One game-crushing blunder. Don Russell of Amherstburg, Ontario, Computer Games and Video Entertainment. Be held a new level, and when it asks you to put in a pass word, keep the B button pressed and you'll be able to enter numbers instead of letters. This is for a trial and error thing - 15074 for example to level 384.

THUNDER FORCE II

If you haven't found this yet, you're a bit of a dodo. Press button A and START on the title page to access the hidden screen.



HOST GHOST BUSTERS

Let's finish off and have a great for this film game. Enter QF as your initials and then the following code: 3158795332.

MICKEY MOUSE



Stephen Day of London has sent in his tips and how to defeat the evil of level four, the final level of the game. Here goes:

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log comes, jump up and over it. The log will knock off the tree and some acorns will fall. Avoid these and either fly or jump off the log. Repeat this until you'll eventually kill the monkeys separately.



Ant Hill (the signature of a M-bogey) so we think I had a fit there! Always add your name in Space Capitalise just in case we don't need your entry! Of London N1 3 like a first classer get rid of the

LEVEL TWO

Having plenty of coins is an advantage to this level, as collect as many as possible on the previous level. Duck when the clown's arms are extended, then leap up and fire a bullet at his head after the acorns have landed. If you run out of acorns, use the signature to knock off the clown's head.

LEVEL THREE

Use bolts to kill the goblins when the skull starts moving up position Mickey about three-quarters of the way across the screen. Little green men jump down from the top of the skull and bounce around. Just throw a bullet at each one and get rid of them all to finish the screen. Be even all ready, as you

end-of-level guardians. Press B to break a skull apart (but wait instantly, pause the game so that the skull is broken in place). Leave the goblins for ten seconds or so, and when you return the skeleton the guardian will be completely demolished.



TIPS

**LEVEL FOUR**

To kill the Pale Dragon Rocker, stay on the middle platform as this is the safest spot to operate from. When the dragon appears, fire a bullet at its head. If you run out of bolts, leap high and the dragon will drop bombs which land on its head. It takes a lot of practice doing it this way, but it's possible to do it using this method.

**LEVEL FIVE**

Killing the man with a staff. Walk up to him and pull your finger up on the jump button. When he pulls his staff you can either jump away from him and do a cancel at time, or jump towards him and let him bomb his head. He turns reddest and reddest each time you hit him, and when he's bright red, one more bottom bomb will kill him.

LEVEL FIVE
The self-titled Mickey mouse stuff. When all the ghouls have been killed in you go to the far right hand end and walk on the left hand side of the platform. Watch for the skeleton to appear below you and dodge the ghouls who float at you; they supply bottom bombs to his head. If she appears either the right of the screen, just to the bottom left hand corner of the screen and return to



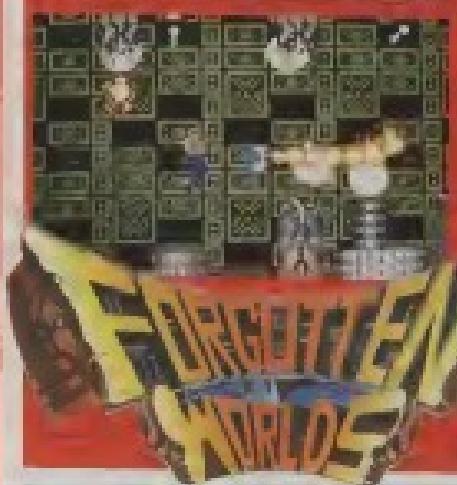
your previous position as soon as the ghouls have been killed. If she appears on the left hand side of the screen, go to the far right middle platform and dodge the ghouls before returning to the previous position. It's a case of being patient here but only bottom bombs when she's below you. Block at it and you'll damage her and reduce Minnie.



**SEGA
16-BIT**

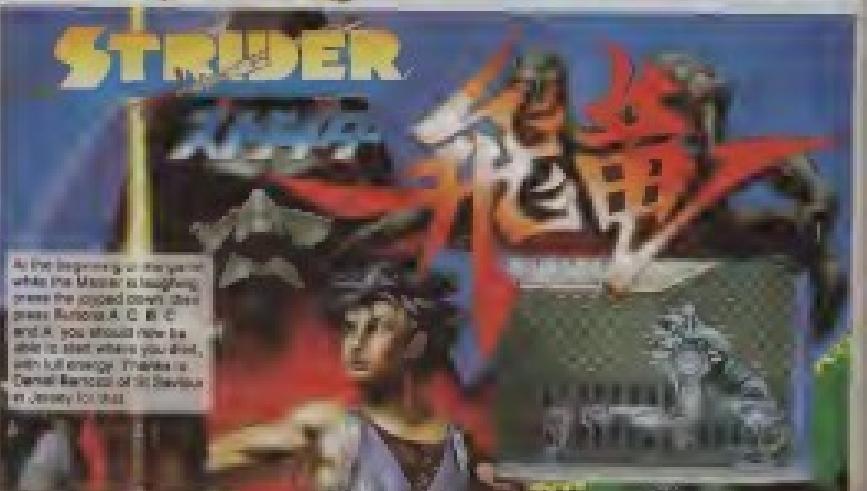
**MEGADRIVE
TIPS**

"I've been really on a bit of a collecting kick at the moment. I've bought all the best segments of the game. At the end of the level, it takes you from playstation and the screen just after the last button from level 10 is the combination of the four playstation buttons and it's that is Dual view Beta of St. Marks. Marin



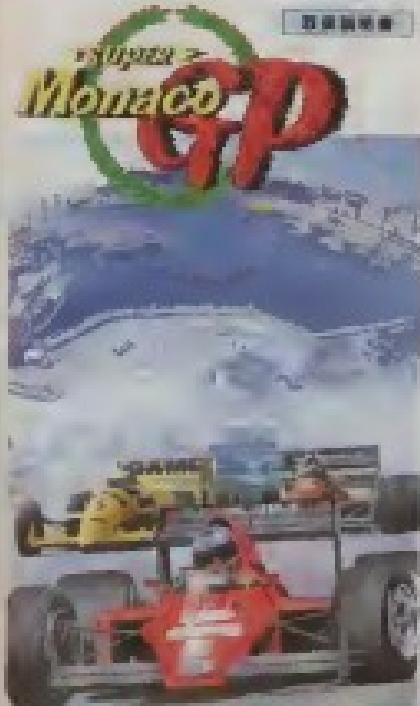
STRIDER

"At the beginning of the game, while the Master is laughing, press the joystick down three times. Buttons A, C, B, C and A, you should now be able to shoot where you want, with full energy. Thanks to Daniel Bascio of St. Stevens in Jersey for this."



MEGADRIVE TIPS

SEGA
16-BIT



This isn't exactly a cheat, but it causes much funishment for those who like to have a good laugh every now and then. If you want to see yourself looking as your best dressed at the races, it's easy; press and hold down the A and B buttons after you've crossed the finish line in race conditions. Thanks to podcaster Tim Williams at F1Fanatic. Sorry for that.



Mattinie Baker of Scotland has sent in a password that allows you to join Madonna's team for the races:

0043 9B0G E4D0
0000 0B0H 00H0
2435 E8B9 7ABD
F000 0000 0001
0000 0000 A200
1900.

SPACE HARRIER II



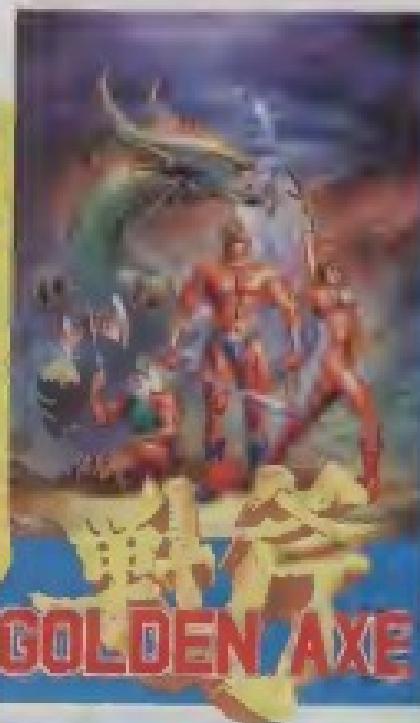
ARNOLD

To access a special game of Pentax Zone, start a new game, and take 100 arrows or any hole position before the ball. The word Game Over will appear, press up, Up, Down, Down, Left, Right, Left, Right, and button A. Now you're in Pentax Zone! What do you say...?

GOLF

SEGA**MASTER SYSTEM****8-BIT**

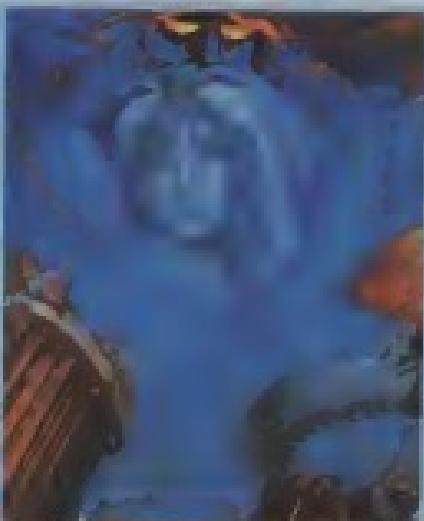
To get an extra shot, wait until the gatling gun fires, then press the joystick right, then up and left. Thanks to German Chaudhury of Romford, Essex, London for that one.



When the words "Sega Master System" appear, push the directional pad and repeatedly press button 1. You should now have five lives instead of three. Submitted by Michael Long of St Helens, Merseyside.



To continue the second time, press the lower left diagonal D button and both buttons. To continue the third time, press the lower right diagonal and both buttons. The fourth and final continue can be achieved by pressing the upper right diagonal and both buttons.



MASTER SYSTEM

FAMA

8-BIT

KENSEIDEN

Control joystick and press up to a sword movement.

If you want to access the sword attack feature, turn off the Stage, power and hold button 1 and 2, then turn the system back on and continue to hold buttons 1 and 2 down until the title screen with the Spuds appears. Release button 1 and 2 and press the top left (empty) corner of the directional pad and button 2. Repeat action followed by a number will appear. You can select the level with the directional pad and push either button 1 or 2 to start the game.

The game offers training sessions (levels 1, 2 & 3 etc.) that have sessions before you begin to tackle the levels. If you are able to get through those training sessions, you will not only be ready to fight the robots, but you'll restore lots of energy and possibly earn an additional fuel. There's a hidden item on

level four - take the stairs in this room all the way up four levels. On the very top level in the upper right corner is a platform with a RoboBall (RoboBall Gold). This will give you some additional fuel.

GHOSTHOUSE



Punch the light button to freeze all the characters on screen. This occurs three times a level long.

POWER STRIKE

To begin in a game with two lives, push joystick down, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice.

THUNDER BLADE



When approaching the area of level fortress, move up to when top cockpit and never move. The fortress should move up without you moving it.

In the second half of stage one (the city) you can always move up and down by holding the left and right buttons respectively.



POSEIDON WARS

To continue a game, just push the joystick down, down, down, down, right, right, right, up, up and left. To access the second tree, push the joystick up, left, left, down, down, down, right, right, right and right.



PSYCHO FOX

At the top of the tower of spring boards is a key.

Choose a tube and as you descend you appear on a certain level. Supplied by Game and Play of Guangzhou. N listing.

ALIX RADD IN HIGH-TECH WORLD

Some of the objects in the first section are yellow. Shooting them five times rewards a 500 worth 200 GPs.

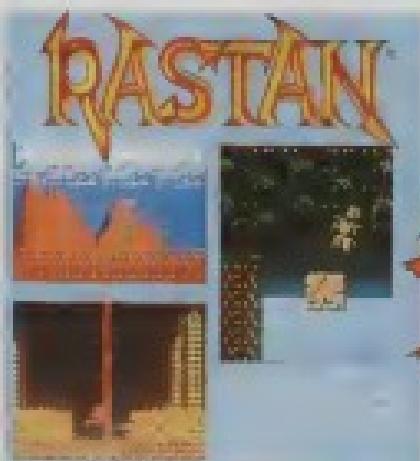
ACTION FIGHTER

Try these passwords:
DOKI-PEN
HANG-ON
GP-WORLD
SPECIAL



SEGA
8-BIT

MASTER SYSTEM



On the fourth level, jump up and down 30 times and you'll become invincible. Cleanse Calon Halloumi again for that.



AFTERBURNER

As many of you Afterburner pilots have noticed, you can get those levels 11 to 12 with just gathering fuel by keeping the Phoenix in a diagonal position that keeps firing off everything you've got and deck with the tanks for those 100+ journeys you should be able to get an extra like stage 13.

From stage 12 onwards, however, this method doesn't work. Instead, at the beginning of stage 12 climb as high as possible, and as soon as you see that final missile launched towards you, dive as low as possible. You can do this and just damage the missiles which appear off the top of the screen. Then stay down until the next lot of missiles appear and repeat as before, except control hand. If a missile does manage to follow your change in by going up or down, and then in the opposite direction as it goes close to you. You may find yourself going continuously up and down, but it works!



SHINOBI

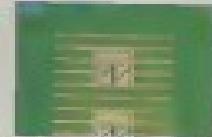


Advanced Movement
You need to use a special move to enter any stage of the game. On the Amiga press Down and then C and you'll be able to enter whenever you like.

MY HERO

When you come to fight the end of Mission 10, only use kicks to the head and don't get trapped in the corner of the screen. Using the kicks to the head now will beat him. Make sure the healer you beat has the more lives you collect.

When you fight Shokken use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.



GOLDELIUS

For a real victory there is no better than the following code:

```
0000 0000  
0000 0000  
0000 0000  
0000 0000  
0000 0000
```



TENNIS ACE



Crossed off of having to play all the matches on the tennis court? No more! Because each player has just a certain amount of time, it's up to you which takes you to the next game. After all it's

WILL IT
KNOCK YOU
DOWN OR NOT?



SEGA**8-BIT****MASTER SYSTEM****SPACE HARRIER**1
seconds 1 person

To get the continuous mode, move the joystick up/up down, down, left/right, left/right, down/up/down and up if you want about five more games, the Space Harrier

appear - all of the characters in the game are displayed and the whole ring is quite a laugh.

Call up round text and select levels 1, 4, 9, 17, 18 and 19.

Now a screen pops up which allows you to change perimeters.

Want to get a 10,000,000-point bonus? Well, on the bonus screen click the

tree only. A space craft zooms across the screen near the end of the level and if you manage to blast it, all those lovely points are yours.

TRANSBOT

Here is a quick one from Paul Elliott of Aylestone in Stockbridge just for the rather happy little sheep, can you find the easiest way to kill the final chapter as it uses Firepower, A fire powered fire and Firepower 2 for lasers?

When you reach the final city, three Aliens appear called Aliens. If they're treated with weapons system 10, the alien will then continue on that underground level.

ENDURO RACER

You have to pass levels off the TV screen press RESET then UP/DOWN LEFT, RIGHT on control pad 1. You can now choose the round you want to play.



To get to any level just the joystick up/left and push up some times and it at the same time. Only selection from the last level that time in



NINJA



FIRST SCROLL

Can be located in screen 1. Kill enemies in ring one and the scroll will appear.

SECOND SCROLL

Can be located in screen 4. When the dog enemy at the left hand side fire three and the scroll will appear.

THIRD SCROLL

Can be located in screen 8. The scroll is located in the first Gantoku House surrounded by a mist on the left hand side of the screen. Cross the bridge and go to the top right corner. Shoot the scroll to the left of the

boat and the scroll will appear. Get the scroll and cross over the bridge.

FOURTH SCROLL

Can be located in screen 8. Go through the mist very into the open field. Shoot at the last dust towards the rock wall and the scroll will appear.

FIFTH SCROLL

Can be located in screen 8. Clear up the rock (disappearing really fast) staying on the right side of you. Make your way up. When you reach the falling rocks you can stop them from falling by shooting the rock hole on the far right side 4 times. However it is not necessary to do so to obtain the scroll. Once past the rock holes start fighting the main boss of the round but do not kill him. Leave him and get a scroll in right side of the screen just before the railway. The main boss is an animal above the far right rock hole and the scroll will appear. Now go back and break off the base.

SCORE IN TIER

Walk along the middle of the staircase until you to the stairs. This will place you on another staircase. There will be bushes on your right and bushes on your left. Try shooting on your left. Go up to the last gate released and punch 4 times down and then disappear through it. A message will appear and you will move on to the stage round.

EXTRA SCROLL

Along your journey you will come across red and blue scrolls. The blue scrolls provide you 10 more health. The red scrolls give you strength and speed.

最終章

SEGA**MASTER SYSTEM****8-BIT****WONDERBOY**

When the screen shows the house and James' numbers, press button A twice. Button B twice. Hold them both down and use your other hand to move the directional pad. When moving the pad you will be able to break pots and will reward yourself.

During the game take three right steps or collect seven coins. This will make the boy you collected worth 5000 points.

Yes, there really is a hidden room in Wonderboy. You need 50 coins. Collect the coins from areas 1 - round 1 all the way to area 8, round 4. Once there will you be able to begin the bonus round. The number to collect the coins is 50. These can be found just about everywhere. Hit the rocks and other items to uncover the hidden coins. Remember Tanuki is waiting for you to remove his!

SECRET AREA IN WONDERBOY



When you reach the castle and you have the Castle Guard Amulet (area 8, round 1) you release "WONDERBOY". To move now, you left off you use the directional pad to move. "WONDERBOY" will move when held. To do a jump and staggering use the directional pad to select "WONDERBOY" and press either button.



On the screen press button 1 then press button 2 again twice and then button 3 twice. Hold both buttons down at the same time and press the D Button up for a higher jump.

In Interdimension you need to collect a total of 24 coins (one each round). On area nine, round four the coin is actually found in a tree. If you have all 24 coins after killing the monster at the end of Area 9 one gets round one coins. If you have nine you can jump to levels or rounds - you can only go down.

WONDERBOY III

When you reach the castle and you have the Castle Guard Amulet (area 8, round 1) you release "WONDERBOY". To move now, you left off you use the directional pad to move. "WONDERBOY" will move when held. To do a jump and staggering use the directional pad to select "WONDERBOY" and press either button.

WONDERBOY III

Against Strength of the Seven Heavens has found a quick way to beat this utterly bonkers game.

First of all, choose continue and type in WEST ONE 8000 8000 on the password screen to get loads of money and a complete summary. The game starts in the town, so walk left until you reach the jump block. Jump up to the left, when past the door and have a walking left until you reach another door. This is a hospital. Get out and rest. Walk right and enter the first door you come to. There should be one person with the jump block in it. Go through the door and jump on the jump block. Land on the platform and go through the

door. You are now outside a building.

Jump right and land on the platform. Stand on the first platform on the left and press up. A chest appears - take it. You are now in a room with a door in it. Go through the door to find your self in a room with the Master Dragon. Use the dragon to cause damage, push up (but don't hold) and then holding up (but don't hold) again. By the way, make sure you're not in the room when the baby dragon (Young Dragon)



To instantly control all you user logic, with loads of cash and a complete summary type in WEST ONE 8000 8000 on the password screen.





CAR AIR SLY

This game is a right mess of both. However, if you're tame-level within and want to survive after you've died, press up and left buttons at the same time and you can realign Honey! On you. Lee Greenwood of Dangerous. Does was the long soul who suggested that.

To allow the continue button feature and press both buttons at the same time. This works on all levels (and the heli dive) and restarts the game at the start of each level.

QUARTET

To begin the game with under \$1000, press player 4 down when the title screen is shown. Mark Jones and Simon Donowson from Lancashire were the kind folks who pointed that one out.

From PAUL SE: four voices are the minimum and are best on a joystick or keypad for mixed team.

S. Adam has discovered that you can get a wider shot by

pressing the pause button twice on the title screen before starting the game.

DEAD ANGLE

Paul Plasmans of Weybridge, London has a good idea for players of the Operation Wolf maze game. Plug in two joysticks and turn on the machine. When the title screen appears, move both joysticks left and right until you have a 'cross effect' that jumps away

from a jolly whopper from Andrew Gunn of Sandhills, Cumbria. On level one, shoot out the ground emplacements and proceed to rescue the hostages. Do the same for level two. On level three, travel backwards past the lava pit. To select a level press up, down, left right and button two. Then do it again.



button as jumped one. Now you should be on a later stage.

FREE GAME

This is an older suggestion that some home design systems might not let users load games as free games actually load into the machine. Turn on the machine when simultaneously pressing the control pad and button and pushing forward. A music game scrolls from the right until you can play away.

SEGA

16-BIT

MEGADRIVE REVIEW

In a completely unexpected military garrison, aliens have suddenly invaded Japan from another dimension! Of course, the authorities at Megadrive Central besieged by the amount of alien invasions they have to cope with (about three a month) send a single ship up against the alien invasion (again), making sure that a secret ship leaves behind the necessary power-up weaponry, so our heroic savior has the tools to carry out the alien massacre.

If you hadn't guessed yet, *Dangerous Seed* is yet another vertically scrolling Megadrive shoot 'em up (join like Twin Hawk, MUSHA Action, Trance, Fire Hawk, Elemental Master - the lot is endless) with the usual do-loops of parallax scrolling, end-of-level guardians and impressive graphical effects.

The aim of *Dangerous Seed* is simply to collect bombs and power-up goodness during play, and then use them all up on the end-of-level boss. Each concealed level endows your craft with space-like light dispensing bars (up to a maximum of 10 bars which enables you to transform into up to three different stages) which travel in different directions (courtesy of British Publishing Ltd).

The mission takes our battle-weary pilot up into space (with a quick detour to Mars) to eliminate the alien invaders they've curiously built without any sort of technology, through various graphically bizarre and bizarre bits of the head of the Dangerous Seed is located. He's a bit on the large side, so your job is to blow the megaphony open first, then dispose of him from the inside. And once that's done you'll face the terrifying prospect of destroying all of the previous end-of-level bosses again (which is impossibly sequenced invade). With those serviced annihilated (again), you need the head of the Dangerous Seed for the final, exciting confrontation.



Managing Madness



One bad credit here...



End-of-level guardians await!



MEGADRIVE REVIEW

SEGA

16-BIT

COMMENT

Another vertically scrolling shoot 'em up worthy of what the Megadrive does not need - especially with the likes of Invasion and Elementor Master adding up the score quite nicely. Dangerous Seed ranks as one of the most unoriginal games we've ever seen. Every single aspect of the game has appeared in one which sits upon another, and Dangerous Seed adds nothing new of interest to the genre. The graphics are pathetic with innumerable sprites and awful explosions. Some fancy graphical effects are present in the later levels - all of them shamelessly pinched from SegaSina Asteria. Even the penultimate scrolling is lousy - even though the Megadrive has custom chips to deal with it. The sound consists of unexciting, warbling tones and insipid effects. But what really sinks this game's doom is the difficulty level. Completing the whole game is about as challenging as putting on a hat and just as exciting. Seriously, you're only likely to get about half an hour's worth of enjoyment from this cart and at over £30 it's absolutely overpriced. The one redeeming feature this has is that the ship is quite responsive - but this fact alone doesn't make this any more interesting. That being the case, we simply cannot recommend this cart as anything more than a complete waste of money.

Over, the over a bigger!

Sameys and bigger throughout the game!

DESIGNERS

Protean

G	Y
B	Y
F	Y



100% 80%

A completely unoriginal and unexciting mish-mash not worth its salt at a quarter of the price.

GRAPHICS 55%

SOUND 49%

PLAYABILITY 43%

LASTABILITY 19%

OVERALL 29%

SEGA

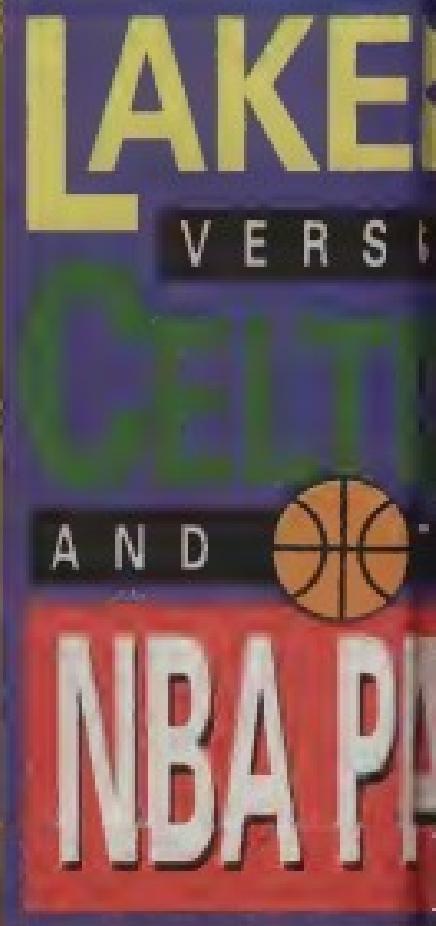
MEGADRIVE 16-BIT REVIEW

Scored under those hoops! Basketball makes another appearance on the Megadrive this time pitting the famous Los Angeles Lakers and Boston Celtics, although ten other teams are represented. Average mode provides speed of play who don't care and referee ignore fouls, while Simulation play has team members who get exhausted and officials who tend to notice when a player punches another. The play level - pre-season, regular season and Showtime - determines the abilities of the players on both sides.

Dribbling the ball is automatic, but when the man shoots, takes or tries to pass, he stops. If that player attempts to move again, he moves a foul. The B button passes the ball to the nearest player facing that thrower. The directional pad can also be used to choose a receiver.

The A button controls shooting, but the likelihood of a player scoring depends on his skills, whether he's guarded, and how long the button is held. The shot-clock gives each team only 24 seconds to get in a shot before a foul is called.

Defence is the art of controlling the player with back shots. Button B switches control to the player nearest the ball and C attempts a steal. Lastly, button A makes the player jump up to block a shot.



VERSUS

S U

NBA

THE

PLAYOFFS



MEGADRIVE REVIEW

SEGA
16-BIT

CONTINUED FROM P. 11

Leisure Vic Critics is another high-quality game from Electronic Arts. Although it's superficially similar to Super Real Basketball, the range of shots and subs put this in a different league. It's much more of a simulation, so some people may be discouraged by its relative difficulty. Still, it isn't without its faults; getting control of the correct player is really tricky. The graphics are excellent, although the players' legs don't seem to quite run properly! A good game that is a true rival for Sega's own basketball game.



An excellent basketball simulation with plenty of stats and a comprehensive array of game options.

GRAPHICS	89%
_SOUND	82%
PLAYABILITY	84%
LASTABILITY	79%
OVERALL	83%

SEGA
16-BIT

MEGADRIVE
REVIEW



ファンタジー

ELEM
MA

エレメン

Your once-beautiful land has been ravaged by the Elemental Master, a cruel wizard who derives pleasure from making innocent people suffer. He's left a burnt and battered wasteland in his wake, and there's only one thing to do - seek revenge, and stop the Elemental Master before he destroys the whole planet.

Race across the four kingdoms which make up the land in a vertically-scrolling, medieval-style arm-up-in-a-style reminiscent of Dragon Quest. Wreak havoc in the enemy camp as you struggle to liberate your kingdom.

From the clutches of the Elemental Master and his mischievous crew of weird but not exactly wonderful beings that boast an array of devastating weaponry. Luckily their weapons, or at least those of certain creatures, can be picked up on their owners' demise and used against them. Delight in taking your opponents with freeze-ray blasts and massive photon beams, as you move ever closer to realising your aim - destroying the Elemental Master and restoring peace and stability back to your kingdom.



ここに、新たな

MEGADRIVE

REVIEW

SEGA

16-BIT

アクション

エレメンタルマスター

エレメンタルマスター

COMMENT

What can be said about Elemental Master that hasn't been said a thousand times before? About a multitude of shooter 'em ups? Not a lot, come to think of it; above average graphics, especially the video screens (some animated, most static), all with unattractive Japanese text on the version we played, although some of the sprites are on the small side - they're animated well though, and move

around quickly, which is a bonus in a game such as this. Sound is not bad at all, with multi-layered tunes and fitting effects adding that little something to the proceedings. Elemental Master holds its own, if any surprise, as far as gameplay is concerned, but it's by no means a poor game, just a very lackluster title. To a large extent, the overall challenge negates the originality of the thing, difficult without being overly frustrating, and at the end of the day, that's all a shoot 'em up fan is looking for, isn't it?



Not the most original of games, but a hard and fast shoot 'em up which will doubtless have fans drooling.

GRAPHICS	82%
SOUND	84%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	82%

**SEGA
16-BIT**

**MEGADRIVE
REVIEW**

Leave it to Sega! The one-hundred billion spin-off female wrestling, with all its clichés, bodychecks and grunts, is the subject of this game. One or two players take part in battles to decide the topgirl in the ring.

Kicks will result in an infringement after 8 seconds, and default means dropping out of the contest. The longer you hit the player against your own in the ring, although this is basically another knock-out competition. Once the last batch of points has been taken, several groups of spectators have seen up dying to make the most of the action (or lack thereof).

Choosing a player is simple enough, as the players will decide on a specialty move for their female fighter. Team partners have surprising moves such as grabbing the opponent, holding fire by the neck and biting. No kick, repeatedly until she can't take any more!



A fun-filled female wrestling game with great graphics and plenty of pindness. Sports fans should love it.

GRAPHICS	88%
SOUND	86%
PLAYABILITY	80%
LASTABILITY	64%
OVERALL	77%



RINGSIDE ANGEL



COMMENT
This is a novel and exciting approach to what is a very odd sport in the first place. This whole presents Man to tongue-tieback, with the crowd cheering all the violent moves and impossible holds. Graphically this is a delight, and the facial expressions of the women are wonderful. The sound effects have to be heard to be believed - parity is definitely the word. This is a great two-player game, but the game will be played less and less as the novelty wears off. It's a good game for a while, but not really one that delivers value for money over the massive to come.



Eat my shorts if we're not giving away this radical **SIMPSONS** **PINBALL!!**

Well here it is the biggest pinball competition in years - The Simpson! And you can get this machine which is worth £25000 into your bedroom, if you're the winner of our crazy competition! We've collected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! And...



Call 0898 404610

A Commodore Amiga Computer complete with colour TV is waiting to be won! So call...

0898 404612

You could WIN this awesome foursome!
Take control now and
Call 0898 404611



0898 404610 (cheap rates and info) or 0898 404611 (pinball and TV). For details of competition visit www.commodore.co.uk or www.simpsonspinball.com. Lines open 10.00-17.00. Please ask your place for participation before you call. Average length of the call is 5 minutes. These lines are unauthorised access to the telephone network with the relevant consequences to their business by law.

Sega 16-BIT MEGADRIVE REVIEW

Heavy Unit appeared on the PC Engine some time ago and basically involved flying around, lobbing seven kinds of evil waste product out of a whole host of less than friendly alien types. Perhaps not surprisingly, the idea's the same on this Megadrive conversion.

Five stages of arcade blasting are what you'll have to contend with, each stage built-up of four levels, and each level is a back-to-back jem packed with the type of nasties you'd only expect to find... errr... somewhere very '80s/HMV nasty indeed. You won't have to put up with the horrible jet-shooter laser given at the start of the game for ever, though - power-ups are scattered at various points, offering speed-ups, ultra-explosive blasters, and even a clever piece of kit allowing the player to emerge from a spaceship to a huge robot warrior.

But the badasses you meet aren't exactly in the shaggy drinking-woman category. Android archers firing bolts of laser fire, whirrigig things that appear from nowhere, usually right on top of you, and the hardest, ugliest alien critters seen this side of a hand-welded crater factory. Be warned, anyone who attempts this challenge isn't going to find it a walkover!

HEAVY UNIT



MEGADRIVE REVIEW

SEGA
16-BIT

UNIT



COMMENT

We rather slumped off Heavy Unit on the PC Engine, admittedly because it was just too damned hard. The Megadrive version, on the other hand, has had it's 'on' button setting tweaked so that it's only ultra-rock-climbing difficult, as opposed to impossible. The graphics are better than those of the Ehog game too, featuring bigger sprites and more detailed backgrounds - and mostly it's no wet blanket either. However, we would still say that Heavy Unit is perhaps a tad too hard over. Biggest gripe being that, after picking up a ton of weapons and running a route through a stage or two, you're forced to go back to the crappy laser and a shield-based base to try and get further into the game. Recommended only to hardened school 'won up' adults who don't get frustrated quickly.



▲
Looks good, sounds good and, to begin with, plays well but losing your weapons makes Heavy Unit an uphill struggle.

GRAPHICS	88%
SOUND	85%
PLAYABILITY	79%
LASTABILITY	77%
OVERALL	82%

SEGA
8-BIT

MASTER SYSTEM
REVIEW

AERIAL ASSAULT

El's been bad pun, but that's the name of the most destructive weapon ever created: El. Designed by the terrorist organisation A.G., the huge laser emitter is capable of destroying the Earth's ozone layer, which would allow the sun's deadly ultra-violet rays to penetrate the atmosphere, spelling doom for the entire planet.

The Earth would be in dire straits were it not for mysterious Freedom Fighter. He obviously accepted responsibility for him, but all of them need their very existence to the shadowy figure and his daring raids into N.A.C. territory. But he'd sonnyed into danger once too often. N.A.C. had ready an immense offensive force and were on the brink of an all-out war which would mean the end of civilization as known.

You control the Freedom Fighter in a one-man fight for survival against a wall of land, sea and air attacks. Spread across four levels, with a huge enemy guardian lurking at the end of each mission, your work will be cut out from the word go. And if you survive all that N.A.C. can throw at you - a thankless task in itself - you still have the terrifying El laser to contend with. Not a very nice prospect at all.

A reasonable-looking shoot 'em up, but suffers from lack of difficulty and too-few levels.

GRAPHICS	76%
_SOUND	72%
PLAYABILITY	75%
LASTABILITY	63%
OVERALL	69%



COMMENT

First impressions of *Aerial Assault* are decidedly ugly - the graphics are lifeless and colour is rather bland. Soon, though, your mind turns to the action and you begin to enjoy the game. The trouble is, the too-easy, even on the highest difficulty setting and, with only four rounds, it's not going to take even the most adept shoot 'em up very long to complete the game. Had *Aerial Assault* been tougher, it would have been a very appealing game. The graphics get a lot better once you reach level two, when you're greeted with a beautiful sunset and some effective particle spraying. If you crave for a demanding shoot 'em up, spend your round golden bite of metal on the likes of *Submarine Attack* - *Aerial Assault* is best left to the beginners.

**SEGA
16-BIT**

MEGADRIVE REVIEW

The evil demons of hell have risen to give the heavenly a bit of a bad time (giant of fire and brimstone, eternal darkness and the like), so it's time for a shining angel (named Ward) to pick up his wings and his finger-mounted death command and give these god-forsaken devils a good smacking to their faces.

In this all-action horizontally scrolling shoot 'em up, our angelic hero travels six stages of blasting action, doffing out divine retribution to the command with a variety of exotic weapons. But caution must be exercised! Two locations of darkness have been placed in each stage - one midway and one at the end of the level, and they're not very happy with your aggressive efforts to stay the hand.



NO DOG



MEGADRIVE REVIEW

SEGA

16-BIT



COMMENT

There are some very nice touches in Gynoug, the amazing parallel scrolling being just one. The main sprite is a test on the small side, as are some of the enemies. But generally speaking, the graphics are of a high quality, and full of colour. There is also a host of ugly porcelain bits - just take a look at the first one you encounter, which looks like a horse's skull balanced on top of a turtle's shell! Gynoug isn't a game that will stay your mind, but it certainly calls on all your reflexes and alien-capping skills and test them to their upper limits. It's not as good as Amulonius, but it's miles off, and should certainly be topping the list of must-buys.

▲
A highly playable blaster with lovely graphics and brilliant little touches. Grab it quickly.
▲

SEGA 8-BIT MASTER SYSTEM REVIEW

The smell of the ring, the feel of the canvas under the feet, and intense punch in the face - all found in the latest sports game released by Sega. Starring Jimmie "Buster" Douglas, the former World Champion, this is a one or two-player game with the aim being to knock seven bells out of the opponent.

In one-on-one mode, Buster fights his boxes, each progressively tougher. The pugilists have four statistics: Power - which determines the strength of punch; Dr. Poverty, which shows the speed of damage reduction between rounds; Footwork, the quickness of the boxer's movement; and Super Punch, the number of mega-blows available.

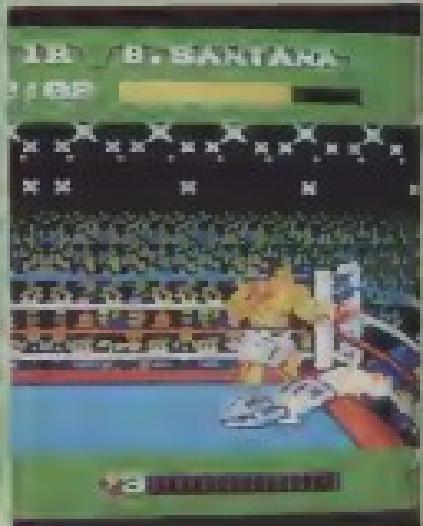
The buttons control the left and right punches, and the joystick adds further options. For example, pushing down right while punching makes a head blow. Holding down both buttons builds up a Super Punch, which can smash the opponent right across the ring (unless he is sensible enough to get out of the way).

Victory comes through a knockout, a technical knockout, or a Judge's Decision - in other words on points. So put on the gloves, lace through the ropes and put in the mouth guard - fifteen rounds can be a long time.

B. SANTANA



HEAVY CHAMP



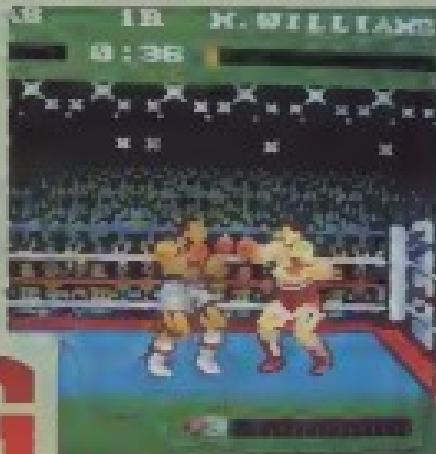
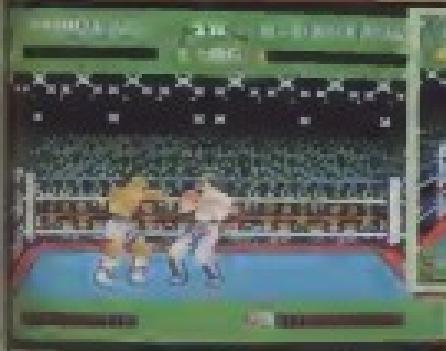
MASTER SYSTEM REVIEW

SUGA
8-BIT

100% REVIEW

Heavyweight Championship Boxing had all the potential to be brilliant - the excellent control method, fast action and nicely animated graphics all give a great first impression. However, when you get into the game and discover that there's only five boxers to challenge you, it doesn't last very long. Even the two-player mode is ruined because you always have to fight with the same boxer, and one is much better than the other. If you're really keen on boxing, try Rocky - it's just as good and is much cheaper. This said, here I got the long-term appeal or challenge to make it worth its rather heavyweight price tag.

HEAVYWEIGHT CHAMPIONSHIP BOXING



A potentially good boxing game ruined by a complete lack of long-term challenge and a very limited two-player.

GRAPHICS	78%
_SOUND	62%
PLAYABILITY	74%
LASTABILITY	39%
OVERALL	51%

SEGA

MASTER SYSTEM

8-BIT

Everyone knows how popular Mickey and Minnie Mouse are, don't they? Well, they've been knocking around for around 50 years now and everyone loves them - apart from one person. The evil witch, Manabell, despises those friendly rodents more than her own warped and grotesque features. She especially hates poor old Minnie, so with increased ruthlessness, the cunning witch decides to harm her! To add insult to injury, Manabell looks her away in the Castle of Mystery - the most dangerous castle in the known universe!

Obviously, Mickey Mouse isn't too enthralled by Manabell's antics and sets out on the inevitable rescue mission. This is where the player comes in. You must use your joystick skills to guide our hero through six multidirectional scudding platform levels, clearing with deadly aim-and-a-flick bosses on the way. Each boss holds a rainbow jewel and these are used to transport Mickey to the final confrontation with the twisted blue devil herself.

Mickey has only two weapons in his attack repertoire. First off, he can pick up boulders or blocks littered around the city and these can be thrown at enemy spikes in order to effectively despatch them into oblivion! Mickey's bottom is also more immediate weapon (and he hasn't touched any kind of curvy either). Whilst jumping he can produce a mega-destructive bottom bounce which smashes anything unlucky enough to be underneath (thank God cartoon characters don't suffer from fragility, eh?).

Tasty bits of cake can be discovered that replenish Mickey's energy bar and there's even some special cake that increases the amount of damage Mickey can take in the game of nasty surprises and platform climbing, he's going to need it.



MICKEY MOUSE



COMMENT

Every single journey of Mickey Mouse is almost perfect. The graphics are superb, with a brilliant range of enemy species, and-of course-guaranteed level bosses. The Mickey sprite himself is a graphical treat with nice character and loads of animation. The sound is too, but it's bedecked with some nice tunes that are uncannily hummable! Now it's gameplay that counts and Mickey Mouse has it in spades! The six levels are all extremely challenging in their own ways, with plenty of platforms strategies to be learned before you can progress! There's also more than one way to complete each level, which means there's plenty of ways for the level designer and plenty of secret rooms to discover and treasure chambers to raid if you're going to bag some Sega platform games, then look no further - this certainly every requirement!



With its great graphics, sound and playability, this is easily one of the finest Sega games money can buy.

GRAPHICS	95%
SOUND	86%
PLAYABILITY	94%
LUSTABILITY	93%
OVERALL	93%



GOLDEN AXE WARRIOR

COMMENT

After a long time getting a break from the Master System, it's nice to finally see something new. "Golden Axe" has returned to the Master System, and you'd best get ready to pull off your Golden Axe Warrior! In fact, an interesting stat said that half of the entertainment value of a 214-hour Master System game. The character interactions are always a treat of watching little pixels and interacting in their own unique way, more fun of course, and not needing constant action when shown to a certain point, scattered enemies scattering on a basic step area. The music varies and extremely catchy and the graphics varies from a graphical version of older games. The sound isn't bad - the songs are somewhat reminiscent of the Super Nintendo in their style, although, you are getting a big advantage from the poor memory (with memory, take up some memory) - but in the second place, "you can't everything" and with the extreme lack of shooting enemies you'll get bored with this very quickly indeed. Don't even consider purchasing if you either enjoy this antiques - people do.

The evil Death Adder has returned - but this time he is so mean, bad, and deadly that he's changed his name to Black Adder! And he's got a cunning plan (sound of Beltrami and Perry, no doubt) and has robbed the kingdom of the nine crystals of power! He is who deposed the good King Firewood (Y'know?) into the bargain.

As a true warrior and long-time admirer of King Firewood, you aren't particularly impressed by Death Adder's murderous antics and evil mayhem. You've seen how control of the nine crystals has miraculously repressed the kingdom, and you don't like it. So what you're going to do about it? Why, you're going to pick up your sword and shield and do something about it - just like Golden Axe.

Well, actually you're not - because Golden Axe Warrior is, in fact, an RPG - nothing at all like the old conversion of the Golden Axe coin-op! This means you've got to avoid the big-screen landscape cutting up monsters, picking up items, conversing with people, carrying out mini-quizzes and the like.

Shops are visited during your quest, and here you buy goods with the local currency - items (a pocketful of change must indeed be a sight to behold). Extra weapons, magic spells, and special items are all to uncover in this game. Up against the evil might of Death Adder - you'd certainly need them.



This has absolutely nothing to do with the Golden Axe coin-op conversion. It's a real RPG.

GRAPHICS	32%
SOUND	59%
PLAYABILITY	41%
LASTABILITY	59%
OVERALL	42%

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**SEGA
16-BIT**

MEGADRIVE REVIEW

The world is in danger! And with the world in danger, it's time for the fighting to intensify and return to a big-screen futuristic planet. As always, like the related original arcade and arcade-based game, the Amiga-based "Trouble Specialty Raid Unit" was dispatched to save the day.

Twin fightership is Holly and Mike (you switch them, as though from the looks of their portraits, Holly could easily outgunned Mike in a one-on-one dogfight, so don't be so hasty), based on very futuristic planes. The cockpit is very straightforward. The screen shows functionality and your task is easier. Holly or Mike is to keep your finger pressed down on the trigger and blast anything hostile that gets in your path.

At the end of each of the six levels, the invaders have left a little surprise for you visitors to finish. A whole load of very large (and very deadly) and advanced gunships must be shot before the stage of victory can be brought to remove and our heroes can be awarded their title.

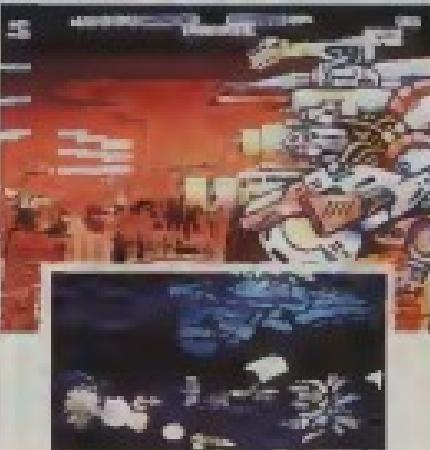


The cover art for Aero Blasters. It features a large, futuristic blue and black jet in the foreground, angled downwards. The title "AERO BLASTERS" is written in large, stylized letters across the center. Above the title is a yellow hexagonal logo containing the word "RAID UNIT" and a silhouette of a jet. Below the title is another yellow hexagonal logo containing "TROUBLE SPECIALTY" and "AERO BLASTERS". To the right of the title is a smaller yellow hexagonal logo containing "RAID UNIT". The background of the cover art is dark and abstract.

MEGADRIVE REVIEW

SEGA
16-BIT

To get straight to the point, *AeroBuster* is one of the best horizontally scrolling shoot 'em ups to be had on the Megadrive - it's also one of the toughest. Graphically, *AeroBuster* is a treat to behold, colour, colour everywhere and great parallax scrolling. Then there's the music and sound effects - heaven to your ears, but it's the sheer pace of the gameplay which astounds you; for instance, on level two the action switches from blasting tons of enemy to blasting tons of alien AMD negotiating a series of tunnels at blistering speed. The Megadrive gets back to doing what it does best with *AeroBuster* - a cracking shoot 'em up, no more, no less.



One of the best horizontally scrolling shoot 'em ups you'll see on the Megadrive. Or anywhere, for that matter.

GRAPHICS	93%
SOUND	89%
PLAYABILITY	94%
LASTABILITY	87%
OVERALL	90%

**SEGA
16-BIT**

MEGADRIVE REVIEW

In this game, the player adopts the mantle of an intergalactic scoundrel whose mission in life involves annihilating hostile alien races. The inhabitants of the Draxus system know of your heroic actions and have consequently measured the largest battle fleets in the entire history of the universe and distributed them around 36 horizontally scrolling sectors - each numbered after a letter from the alphabet.



DARILLIUS II

Your job is to simply annihilate a large portion of the enemy fleet, thus crippling their war machine. You start out your annihilating action at stage A. After this has been destroyed, you can choose between visiting Zone B or C. All of the levels branch out just like selecting your route on the open-up version of OutRun - which means you only have to take out seven sectors in order to finish the game!

There's plenty of power up weaponry available during the game including better forward firing lasers, diagonal photon beams and highly explosive bombs that are best suited for ground attacks on enemy positions. This sort of awesome destructive potential comes in handy for the massive battleships that hang out at the end of each level.



MEGADRIVE REVIEW

SEGA
16-BIT

COMMENT

Darby, as Darby 2 is yet another horizontally scrolling blaster with its usual legions of sprites to blow away, the usual mix of level bosses to annihilate and the same old graphical effects. Despite all of these downfalls, it's still remarkably good to play. The ship patterns across the screen at a few odd ticks, slinging out gauntletfuls of very enjoyable mundenious mayhem! The sprites are very small, but there's loads of them scattered about once making for some hell and rather ludicrous gameplay. The graphics are pretty good (there's a distinct lack of variety in the backgrounds though) and the caucasian sound enhances the atmosphere no end. The gameplay may be rather enjoyable, but the digital Amiga version simply isn't in the same class as either Hellfire or Gyruss. Darbus 2 is bigger though with so many different levels to conquer. When you've completed the game, there's also a number of different endings to enjoy depending on the route you took through the game - thus enhancing replayability no end. What's more, this should at least have a look at this one. It offers simple, good, clean fun!

▲
Loads of levels and variety make Darbus 2 an enjoyable blaster that isn't quite in the league of Hellfire and Gyruss.

GRAPHICS	81%
_SOUND	87%
PLAYABILITY	83%
LASTABILITY	89%
OVERALL	83%

CRT 16:40 1024x768

500A

16-BIT

MEGADRIVE REVIEW

But, what's in it for them? Is personal branding the best way to increase their visibility? Will it help them to stand out from the crowd? And does it give them greater credibility and influence? All of these are valid questions, and there's no simple answer.

A reasonable swimming pool, 100 yards long and about 30 feet of width, measuring 100 ft. square would be sufficient to fit the needs of most people. Dick walks along, swimmer in tow, and carries on his classes in his pool. He will be happy to show you the money you'll save at those fees in 100 yards.

Digitized by srujanika@gmail.com



MEGADRIVE REVIEW

SEGA
16-BIT



COMMENT

It is strange that the greatest surprise in *Die Hard* is how often Bruce Lee is present. Jim Cagney - and a general sense of earnestness - seems to have been relegated to supporting a lot of the film's action scenes, and the continuity looks like the pants - his jacket and trousers with a flowing, yellow men and white-crowned hat. There was a nice touch when Cagney goes to interrogate the bad guy, he is wearing a pistol, machine-gunning. If all else fails, the hard-hitting goodness sense in the credits. It was a little disappointing to hear that the Latino version taken from Madonna's "Like a Prayer" soundtrack, had even less of the muscle than there is in being enough. Probably the best part of the game, and the one which makes *Die Hard* worth an honorary mention as opposed to a mediocre license, is the blaster-gun mode which you can switch on whenever you want to shoot your enemies and even fire-freeze as well as fire-pistol-wielding foot guys across the street. You may say an essential purchase, but if you're not in the mood for action, give *Die Hard* a miss.

Die Hard



There are better games around, but you'll not be disappointed if you're a fan of Die Hard.

GRAPHICS 84%

SOUND 80%

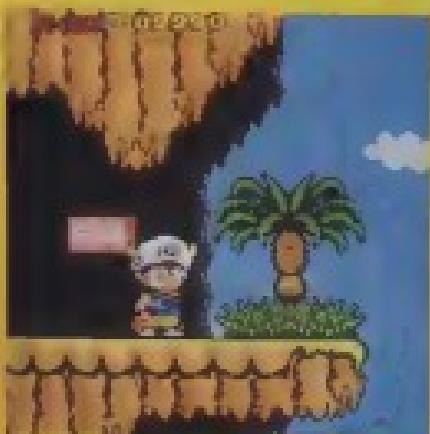
PLAYABILITY 82%

LASTABILITY 76%

OVERALL 80%

**DIGI
16-BIT**

MEGADRIVE REVIEW



The Kingdom has been held in power by an evil dictator who has ruled the far and pleasant African lands with the melloons of darkness. It's a good thing that there's a hero around who armed with his turbo-powered magical hat and a plentiful supply of bananas to keep a going has decided to rid the kingdom of the inauspicious minister.

The action takes place over an eight-way scrolling platform environment, with our base African hero running around dispensing sweet justice to anything evil-looking. The object of each level is simply to negotiate all the platforms and reach the goal at the end of the level. Then on to the next stage where more of the same awaits - only this time it's even harder! So there you go.



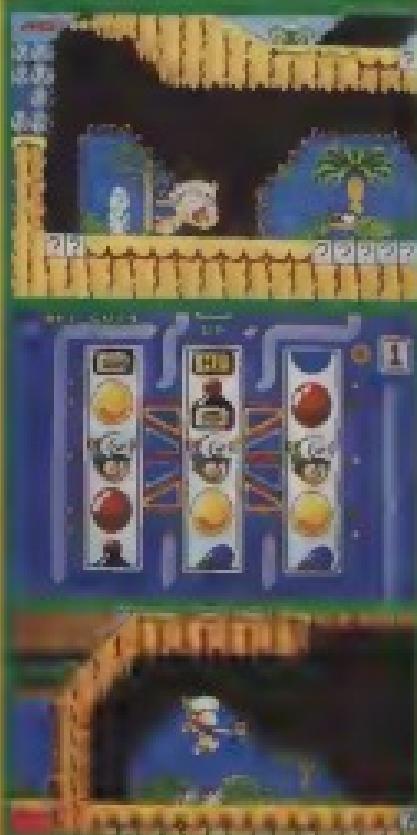
MAGICAL FLYING HAT TURBO ADVENTURE



MEGADRIVE

REVIEW

SEGA
16-BIT



COMMENT

Magical Flying Hot Potato Adventure is virtually an identical copy of the Master System classic - Psycho Fox. The only changes are purely cosmetic. Better graphics and music and smoother gameplay put this a few paces above the Sega game and that's pretty much all he's got going for him. The platform-based gameplay is highly addictive with a number of routes through each level and loads of secret bonuses to pick up on your way through. The graphics have some excellent comic touches throughout - the face peer hero makes when he dies are pretty amusing, and all of the backgrounds and sprites echo those heroic qualities. The sound is pretty good too, with appropriate effects and suitable Arabian music giving the game an excellent atmosphere. Be warned though, Flying Hot gets a tad frustrating at times - especially when you're doing well and suddenly you've sent back to the beginning of the level. Still, this is probably the only downside to what turns as one of the best side-scrolling platform games on the Megadrive market.

Great comic graphics, superlative playability and loads of levels make this one to check out - pronto!

GRAPHICS	88%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	90%
OVERALL	90%

**SEGA
16-BIT**

MEGADRIVE REVIEW



The evil Cyber Zeed empire have once again run riot, having recovered from the good living they received in *Shredder and Revenge of Shredder*. They're threatening the world with all their programme involving death, mutation and slavery. They don't like dogs too much either, and instigate a special campaign involving the mass genocide of every species of canine left on the planet.

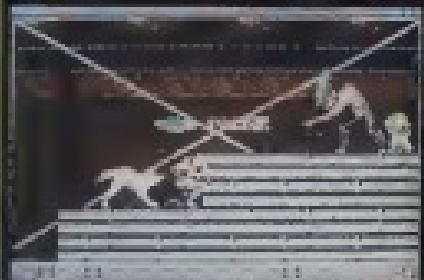
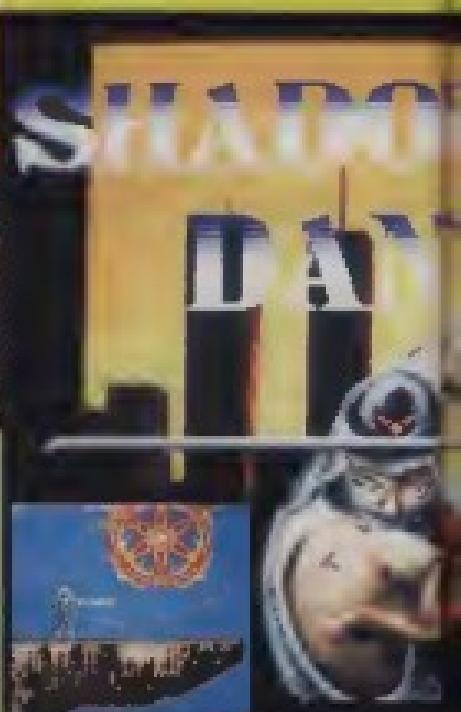
Joe Musashin doesn't exactly go a 'bunch' for the first three items on the Zeed's agenda - and his faithful mutt北宋 I really likes the fourth much. Together they decide to rid the world of the Zeed (again). This boils down to our hero and his four-legged friend traversing five multi-layered scrolling platform levels, dishing out fatal justice to all members of the Zeed they find en route.

Our two heroes can dispense three forms of horrific death onto their assailants. Joe's doffish shuriken throwing is just the ticket for disposing of Zeed at a distance, whilst he whips out his enormous chopper to deal with any enemies that get too close. The third form of attack involves Joe's canine chum. He can unleash his well-nosed pal on his enemies at will, and that is used to dispose any enemies that can't be reached by either sword or shuriken. This leaves the way clear for Joe to attack unhampered by any form of retribution.

This daunting task is made far more difficult by the fact that the mission takes place in an annihilated city, so there's loads of potential death traps to be found in the platform scenario (bottomless holes and collapsing ledges, for instance). Here, Joe's surpassing nimble jumping and dodging skills come in handy.

The evil Zeed have also deposited very large and very vicious end-of-level bonuses at regular intervals during the game. These require loads of hits before their eventual demise, but the rewards come in the form of the super-sexy bonus garments. These generally take the form of fur hats (minus psycho dog) being given a large pipe, long shuriken and his toes by bonus points!

The game also has an option screen where the difficulty level and number of lives and credits can be altered. There are seven in colour that takes away Joe's dream star rating system - meaning that the player has to take on the might of the Zeed with only his over-sized meat cleaver and a single plated mace for assault and



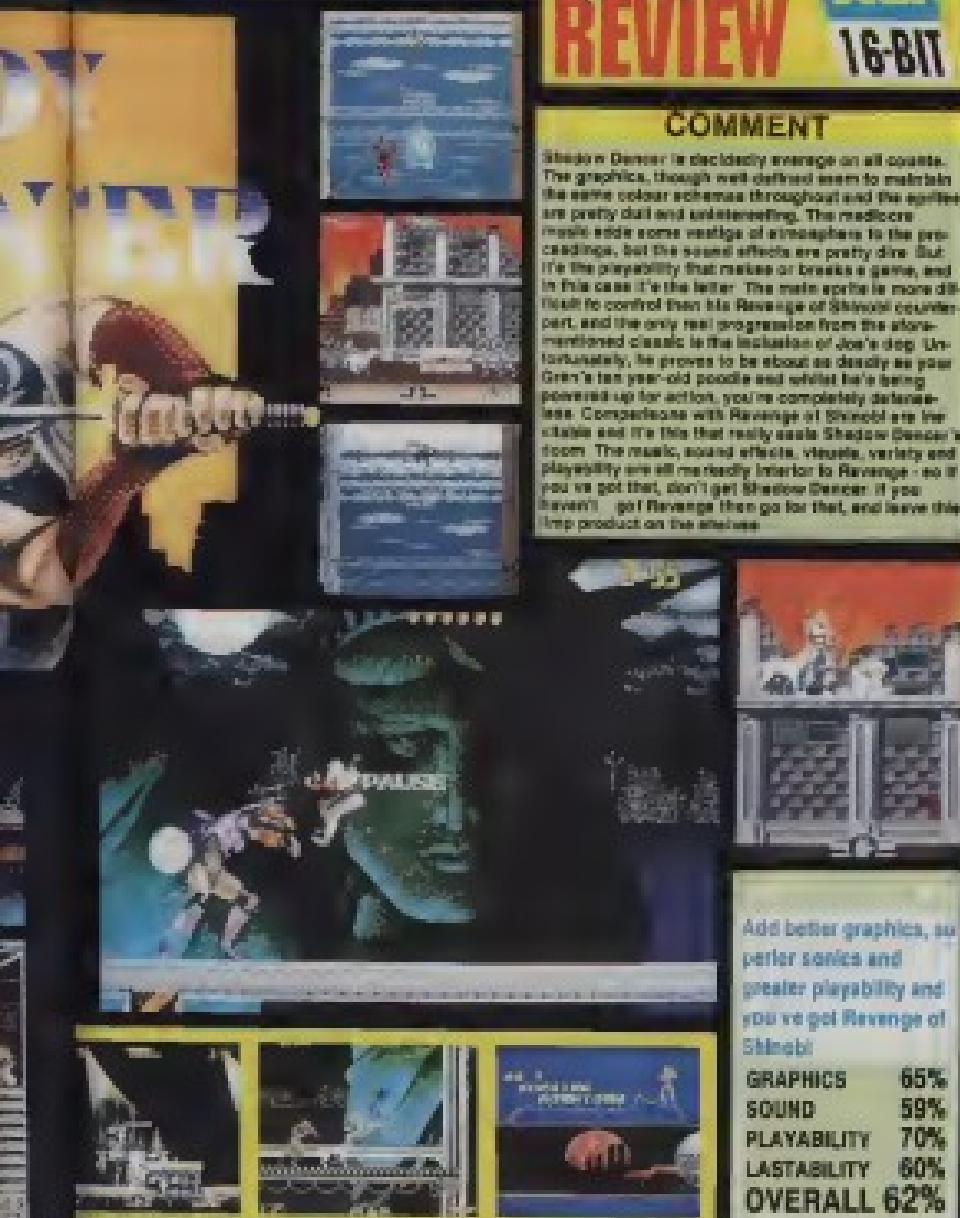
MEGADRIVE REVIEW

SEGA

16-BIT

COMMENT

Shadow Dancer is decidedly average on all counts. The graphics, though well-defined seem to maintain the same colour schemes throughout and the sprites are pretty dull and uninteresting. The mediocre sound adds some verve to atmosphere to the proceedings, but the sound effects are pretty dire. But it's the playability that really breaks a game, and in this case it's the latter. The main sprite is more difficult to control than *Ms. Revenge* or *Shinobi*'s counterpart, and the only real progression from the aforementioned classic is the inclusion of Joe's dog. Unfortunately, he proves to be about as deadly as your Gran's ten year-old poodle and whilst he's being powered up for action, you're completely defenseless. Comparison with *Revenge of Shinobi* are inevitable and it this that really seals *Shadow Dancer*'s doom. The music, sound effects, visuals, variety and playability are all markedly inferior to *Revenge* - so if you've got that, don't get *Shadow Dancer*. If you haven't, get *Revenge* then go for that, and leave this limp product on the shelves.



**SEGA
16-BIT**

MEGADRIVE REVIEW

The situation is critical. The evil Doctor X has created an army of dastardly replicants in order to take over the world, and only two men can stop him - Andy Alton and Ben Shearer (where do they get these names? - just), the top soldiers of the CIA's special Crackdown force.

Each is armed with a machine gun, several super bombs, a set of explosives and their wits, and the two super soldiers must negotiate their way through a series of multi-directionally scrolling levels of progressively more numerous and deadly enemy forces, placing explosives at certain points marked with a large red 'X'. Once all the charges are set, they must exit the level before the booby-trap goes off.

If Ben and Andy finally make it through to Doctor X's lair, the good doc has a final surprise for them - a giant planet-eating goat-headed demon, ready to be unleashed upon the world.



CRACKDOWN



COMMENT

Crackdown was never a mega-budget so-and-so. The graphics and sound just weren't spectacular enough to grab the attention of arcadeheads drawn to the likes of Operation Wolf and Afterburner. This is quite a shame because Crackdown is a playable little number, and though it may not be a graphical masterpiece, it has something that makes it stand out from the plethora of shoot-em-ups, beat 'em-ups and more 'em-downs common in the arcades. This game oozes atmosphere. The graphics, though small, are well-defined and well-animated, and the sound is perfect with Mission Impossible-esque tunes. Played with two players, the game really comes into its own. It's a team game, and this offers loads of scope in the game-play stakes. For instance, one of you could be supplying covering fire while the other disposes the baddies. Obviously, a lot of this enjoyment is lost in one-player mode (along with half of the screen - which remains unused) - but for some annoying reason, the game moves a whole lot faster when you're playing solo. Crackdown is a must for two-player teams, but if you're considering playing this on your own, then the money is best spent elsewhere.



A decent enough conversion of an atmospheric two-player co-op. If you've got a mate willing to play, it's a must.

GRAPHICS	77%
SOUND	85%
PLAYABILITY	85%
UNSTABILITY	79%
OVERALL	83%



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MEGADRIVE



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SEGA

ACTION FIGHTER

2 950 000 Roger Wiggin,
Lancashire, England

ATERRIBURNER

17 404 100 Burns in Peris,
Cragg Vale, Lancashire

ALEX KID (LOST STARS)
1 214 800 Dennis White, Lon-
don

ALIEN SYNDROME

270 100 Daniel Curley, Man-
chester

ALTERED BEAST

720 800 Sean Whalley,
Preston, Lancashire

AMERICAN PRO FOOT-

BALL

556 7 Karl Clark, Cleveland,

ASTRO WARRIOR

1 248 800 Grant Moran,

Kilna, Nottinghamshire, Eng-

AZTEC ADVENTURE

267 100 Michael Grode, Gar-

thorpe

BLACK BOLT

4 081 200 Carl Smith, Hart-

ton Heath

BLACK EAGLE (30

18 900 Richard Aker, Bedding-

ton, Surrey

BOMBER RAID

1 313 800 M G Baker, East

Gateshead

CALIFORNIA GAMES

HALFPIPE 19 700 Scott

Mackay, Shropshire, Worcs

FOOTBALL 102 800 James

May, Rotherham, Kent

SURFING 10 0 Robert Wig-

gin, Lancashire, Lancashire

SKATING 19 600 Robert Wig-

gin, Lancashire, Lancashire

FLYING CRICK 1700 Anthony

Lewis, Halesowen, West

Midlands

DANGER GAMES

POKEBALL 480 270 Karl

March, Oldham, Manchester

CHOPPIFTER

1 800 100 Robert Wiggin,

Lancashire, Lancashire

21 4800 Kai-Ling Ho, Shan-

ghai, Lu-Hoey, Taiwan

DOUBLE DRAGON

1 084 100 Roy Miles, West

Yorkshire

GYMMASTER (30)

18 900 Richard Aker, Bedding-

ton, Surrey

PARADISE ZONE

108 800 M G Baker

Gateshead, Tyne and

Wear

FANTASY ZONE II

8 841 800 Jim Evans, Walsall

GALAXY FORCE

497 400 Tim Gentry, Hilling-

don, Essex

GANGSTER TIGERS

100 700 Peter Davies,

Wrexham, Clwyd

GOLDFISH A&E

245 000 Julian Steele, Worcs

SHOOT HOUSE

1 388 800 James Denton,

London

GLOBAL DEFENCE

341 100 Anthony Howitt, Wil-

ms

GREAT BASEBALL

21 01 Robert Gammie, West

Midlands

GREAT BASKETBALL

13 2 Steven Cole, North

Highland

GREAT GOLF

53 Colin Boyce, Australia

HAND-ON

8 512 000 Alan McNaughton,

Rochdale

KEN SHIRAHAWA

805 100 Michael Geddes, Col-

umbia

MY HERO

13 243 800 Mark Pollock,

Queensland, Australia

OUT RUN

88 122 400 Richard Egan,

Winnipeg, Manitoba, Canada

PENISQUIN LAND

Level 22 Steven Gervais,

Hawthorn, Victoria, Australia

POWER STRIKE

89 242 800 Paul Staines,

Aberdeen

PRO WRESTLING
 967 180 Tim Gorder, Weston
 Australia
QUARTET
 1 170 810 Glenth Wilts, Brixton
RABBIT
 10 282 David Rankin, Swan
 Lane, Cambridge
RAMPAGE
 911 808 David Barker, Mor-
 wall
RASTAMAN
 1 481 180 David Buckland
 Bristol
RESCUE MISSION
 575 200 Christian Hales, Ply-
 mouth
REVIVE
 7 873 080 Good McGrath
 London Wilts
SAFARI HUNT
 9 084 280 Simeon Singh
 Peterborough
SECRET COMMANDO
 2 016 080 Julian Lloyd
 Liverpool St, Macclesfield
SHREWD
 1 580 100 Marc Polonsky
 Australia
SPACE HARRIER
 45 144 160 Matthew White
 Chelmsford, Essex
SPACE HARRIER II
 32 108 140 Glyn Potts,
 Tiverton, N. Yorks
THUNDERBLADE
 2 011 800 Alastair Tha-
 maz, Bognor
VIGILANTE
 188 702 Stephen Pfeil, Chel-
 tenham
WORLDBOY MONSTER-
 LAND
 10 088 888 William Wong, Nr
 Skegness, Lincolnshire
WORLDBOY II
 919 299 Andrew Bowley, Lar-
 ger
WORLD SOCCER
 41 241 240 Alan Clark, Cleveland
ZILLION II
 1 028 950 J. Derrington,
 Stevenage, Herts

MEGADRIVE

AFTERBURNER
 27 411 800 Daniel Sullivan,
 Coventry

ALLURED BEAST
 2 015 800 Paul Wheately,
 West
BATMAN
 911 700 David Park, Gates-
 head
COLUMBIA
 4 000 000 Julian Rignall

DEAN MACHINERIES
 112 809
 2 828 708 Jonathan Tilbrook,
 Sheffield
FINAL ROUND
 9 188 220 Steve Mayly, Ay-
 haulbury
FORGOTTEN REALMS
 1 842 202 Peter Green,
 Lytham St Annes
GHOSTS ULTRA
 10 687 000 Neil (Neil) Singa-
 ture, South Bank
GHOULS AND GHOSTS
 812 808 Daniel Sullivan, Co-
 ventry
GOLDEN AGE
 371 8 Glen Williams, London
GOONHILL LAKES
 23 070 Peter Abbott, Surrey
NEW ZEALAND STORY
 822 808 Nigel Weston, Maccles-
 field, Cheshire
NARMS O'R
 1 217 280 Jason Whyte, Wil-
 liams, Cambs
SPACE HARRIER II
 27 280 800 Lee Payne, Read-
 ing



SUPER KANG-OO
 Beginner 68 452 880 Anony-
 mous, Sandhurst
 Junior 58 358 600 Matthew
 Adesman, Ashdown
 Senior 78 185 480 Matthew
 Adesman, Ashdown
 Expert 82 772 840 Simon
 Cummins, Plymouth, Devon-
 shire
SUPER MONACO GP
 4 101 Julian Higgins, Kent
MATCH-BOXES
SUPER SAMURAI
 2 004 800 Daniel Sullivan,
 Coventry
THUNDERBORO II
 2 046 200 Paul Bowler,
 Ruth, Kent
THUNDERBORO III
 6 011 050 (Maria Neal) Mar-
 tin Thomas, Tewkesbury, Wor-
 cester
ZOOM
 208 850 Andrew Croft, Bew-
 ley, West Yorkshire

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MEGADRIVE REVIEW

SEGA
16-BIT

Forces located, says... No one sprays and targets like us...
ing. In the year 1990 the start of the day to Gain Ground, the titanic war puzzle in which humans
battle take on robotics in the dangerous military structures of the Skidane Sector, putting their strength
and might against the deadly robot enemies.

Robotoids are controlled by computers, including your
own mind. The board itself was modular.
begin, the crowd were going wild. Uniformly, so did
the Mother Computer. Spikes flew, and rods were flying
everywhere as the spectators fled the stadium. Those
who escaped were lucky; the rest found themselves
trapped inside the stadium - then only three brand new
Gain Ground fighters, allied in the center, ran there,
and whose last it would be to flee the stadium close
down the Mother Computer.

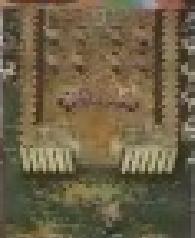
Gain Ground consists of five levels of ten stages per
level. Your objective, as a trapped comoditor, is to get
out by finding the exit to each stage or destroying all the
robots. There is also a secondary task, that of refugee
the spectators, who are trapped inside the arena. The
more you rescue, the better your chances of success in
each rescued person becomes a fighter from the next
level onwards. Your ultimate goal is to reach independence
the Mother Computer, the source of all your army. Good
luck - the lives of many people rest in your hands.



GAIN GROUND

COMMENT

Although Gain Ground provides plenty of shooting for the shoot 'em up junkies out there, the main core of the game is the puzzle aspect which requires the player to choose the most effective characters to complete each individual stage. The first round of ten levels isn't difficult, but after that Gain Ground becomes very tricky indeed - some may even say frustrating. Graphically it fails to impress, graphics are on the frosty side, although they're quite well animated, and backgrounds are best described as bland. But it's the gameplay which is most important, and to tell the truth it's not too bad. We recommend you give it a go just and give it a whirl before parting with your cash, though, as Gain Ground won't be to everyone's taste.



Quite an addictive
blend of arcade action
and puzzle-solving,
which may not appeal
to everyone.

GRAPHICS	70%
SOUND	73%
PLAYABILITY	79%
LASTABILITY	74%
OVERALL	76%



**SEGA
8-BIT**

MASTER SYSTEM REVIEW

We've waited! Pac-Man is back, yet again, our favorite Ms. Pac-Man to find something a game CD can't do. Uniquely built by this, our yellow enhanced has with this various appetite goes on yet another marching route, but to play the various levels (Rock Town, City World - an all-new bonus level, Pac-Man Park, Sandbox Land and the durable stages) of video game.

As you'd expect, those pesky ghosts are back, but why? Penny, Blinky and Clyde have been joined by two new monikers - Sue and Farley, and all six are out to make Pac-Man's life just as much of a misery as before. The berries can be eaten, however, by munching on a power pill, giving Pac-Man the ability to take control of the game. He's not though, however, and Pac-Man finds himself trapped, we can even assume until the general "pac-man" escape!



MASTER SYSTEM REVIEW

SEGA
8-BIT

COMMENT

Pac-Mania is a remake, but it's a very good one. It stays true to the original Pac-Man and features all the original power-ups and bonus stages, so it's a type of game, including a whole new world to explore even now. The graphics are decent enough, with colorful, smooth-moving Pac-Monsters and some great effects which complement the frantic action perfectly. Although the Pac-Man isn't high in quality, it's a classic one and offers plenty of enjoyment for those who haven't played this type of game much before. Give it a go.



A very good coin-op conversion that offers simple, addictive gameplay for any fan of Pac-Man games.

GRAPHICS	85%
SOUND	82%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	84%

TOP SECRET

PREVIEW

SEGA

8
BIT

16
BIT

MEGADRIVE RELEASES

Please note: These releases dates are for Japanese Megadrive partners only. NOT for British games, and are subject to change.

NAHCH
GHOST HUNTER YOKO

VALIS III

SHINING AND THE DARKNESS



SUPER AIR WOLF

The TV chopper returns in the skies in yet another horizontally scrolling shoot 'em up. The graphics look brilliant.

MIDNIGHT RESISTANCE

Awesome 3D meg conversion of the obscure megahit which promises to have a winner all the way.



SEGADOMAIN
MIDNIGHT RESISTANCE

APRIL

**VERYTEX
KEGEKI**

A conversion of the rather 2D futuristic arcade beat 'em up with cartoon-style graphics. Could be excellent.



RANGLISSEER

DINOLAND

A pixel art extravaganza with loads of secret rooms.

ARCUS ODYSSEY



ZERO WING

An up-the-screen blaster with loads of extra weapons.

WARDNER

An extraterrestrial version of the aquatic combat - should be a great both seat-driven.



SEGADOMAIN
ZERO WING

MAY

ADVANCED WAR ARE



USHIWAKAJI-MARU
STORY
ALISA DRAGOON



**NINJA BURAJI
JEWEL MASTER
ALIEN STORM**

Another conversion of a great Sega game. This one has you battling alien aliens from outer space!



**DEADER LOWDOWN
RENTAL HERO**

JULY

Sonic the Hedgehog

With amazing graphics and superfast gameplay, this could be the finest Megadrive game yet. Watch Sonic around the levels at high speed and locate the Doctor's spectacular hidden Mission cut for all.



BLUE ALMANAC

Huge role playing game, watch out though, as all the text will be in Japanese and the game will therefore be unplayable unless you speak the lingo. Watch for the English version.



THE FASTEST ONE

BONANZA BROS

Sega's stunning cult team-player has got up and running already, and very well. Watch out for this one, we think it'll be massive.



**MASTER OF MONSTERS
Y'S III**

Another stunning sprawling RPG, just converted and the English language version is released over here or in the USA.

TENKA

JUNE
**MARVEL LAND
TASK FORCE
HARRIER**

MEGADRIVE**SEGA****16-BIT****PREVIEW****NO RELEASE DATES YET****MASTER OF WEAPON COUGAR****F-1 CONSTRUCTORS****VAZAM****WRESTLE WAR****BUSINESSMAN OF THE YEAR****MOON DANCER****WALL OF BERLIN****SUPER FANTASY ZONE**

The Sega Master System classic gets enhanced graphics and sound, and turns onto the Megadrive. If you liked the original, you'll absolutely adore this.

GALAXY FORCE

An enormous project, but judging by the Master System version of the game, this SD sequel can't go wrong. An absolute corker.

POWER DRIFT

Delayed, delayed and delayed again, this racing game should definitely prove worth the wait. What's better is considering how long it's been in production.

TURBO OUTRUN

Jump into the seat of your Ferrari and have express the thrills in this excellent new game.

LAST SURVIVOR**DYNAMITE DUX**

With loads and loads of violence, this is a real doozy. Watch out for this one.

NINJA WARRIORS

A continuation of the successful Total Chaos '91 up 'n' locking good.

FIRE PRO WRESTLING

Take to the ring and wrestle your way to the top!

SLAP FIGHT

A rather odd and not very good vertically scrolling shoot 'em up. It's a bit like Pintos. Nothing to get excited about.

THUNDER FOX**CHIBI-MARUKO****SACREDREAL KINGDOM****TEENAGE MUTANT NINJA TURTLES**

The cool-up conversion has the Megadrive in style. The problem is it won't be out before the Christmas.

MASTER SYSTEM**COMING SOON - NO RELEASE DATES YET****HEROES OF THE LANCE****ARMED VS 4-ROAD RPOD WITH 4-ROAD OVERDRIVE****THE SEGA CD****SHOOTER**</

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